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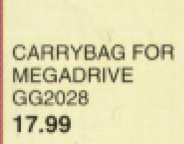


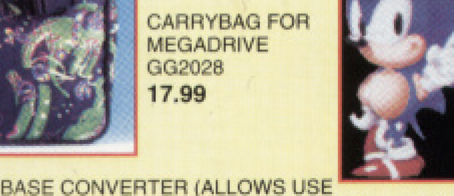
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Chock-a-block full of the biggest and best games news, views, tips, tricks, reviews, previews, gags, goodies, giveaways and general greatness. Biggest and best - as usual.

You'd have to be stark staring off your trolley lights on nobody home driving on three wheels a few cans off your six pack a ship short of a shipwreck two tokens off the pop-up toaster and utterly, completely mad to miss it!

PUTER AND VIDEO GAMES...COMPUTER AND VIDEO GAMES...COMPUTER AND VIDEO GAMES...COMPUTER

CONTENT

MEAN MACHINES OCTOBER ISSUE 13

▼ *Rollin', rollin', rollin'. Marble Madness on NES.*

▲ *Fish-related laffs with Turrican.*

▲ *You cannot be serious! Super Famicom tennis!*

REVI



Thunderforce III - it's official! ▶

EWED

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THANKS THIS MONTH TO: "Plebby Boy" Jones for the wet brick on Wednesday, Imbo Jimbo for being a spong, Phillip Fetter for his phlongey phlegm and Spats Minton for sending in the incriminating evidence.
HELLO TO: Master Bates, Peter Eater, Jenny Taylor, Paul Lox, Willy Holding, Fanny Batter and John Thomas for going through life with a smile on their faces.
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REMEMBER KIDS: A STITCH IN TIME STOPS THAT PROLAPSE HAPPENING AGAIN

COMPETITION RULES
EMAP employees and their immediate family and friends aren't allowed to enter any of our comps, because that's the sort of fascistic edicts we like to issue over in this hazy, crazy department they call EMAP Images. And just to stick the jackboot in just a little bit further, Dwayne Minton isn't allowed to enter the competitions either, because he doesn't fit in with the new EEC Human Shape Laws - his ears are too big, his nose drips bogeys everywhere and he farts like a rusty trumpet on a windy day.

JAZZA'S FINAL BIT
After last month's mega-generous offer of a top prize AND the chance to be able to write your very own final bit, I thought that I'd be inundated with so much clever wit and sparking satire that I'd have to go to hospital and get my sides stitched up. Sadly, though, at the time of writing, I've received no great literary masterpieces, indeed the offerings were all so pitiful, they couldn't even move my bowels if I had gastroenteritis. Still, I live in hope - maybe something good will turn up in the next few weeks.

EDITORIAL

WHERE HAVE ALL THE GOOD IDEAS GONE?

I've been regularly visiting the arcades for years, and have played hundreds of coin-ops from the original Space Invaders to Space Invaders '91. So why am I telling you this? Well, during that period there have been plenty of new, original ideas and some truly outstanding games. However, over the last year or so there's been very little to get really excited about. The arcade industry seems to be running out of energy and ideas.

We've had an endless line of horizontally and vertically scrolling shoot 'em ups based around the power-up/end-of-level boss concept. I'm an ardent blasting fan, but must admit to becoming sick to death of playing the same old type of game. Coin-op designers are just not using their imagination. Don't they realise there are other things they can do with the shoot 'em up genre such as use two-way scrolling environments like Defender, employ Commando-style scenarios, enhance the single-screen Galaga-style concept, re-jig the Zaxxon viewpoint, have a first-person perspective of the action instead of third person, improve the Smash TV gameplay, utilise 8-directional side-on or overhead views, or even bring the old point 'n' shoot Missile Command style game back for a re-run?

It's the same with platform games and beat 'em ups. Where are the new ideas to keep players interested? Manufacturers all seem to be playing it safe, and are not trying anything new. They just constantly produce the same games with slightly different graphics and sound in the hope that people will keep on playing.

Sega are pushing the boundaries of technology, but even they seem to be short of ideas. Radmobile is just another race game, albeit with incredible graphics and sound. G-Loc is Afterburner with knobs on, and their only real piece of originality this year, Time Traveller the laser disk game, is a dire piece of entertainment which looks interesting but has absolutely zero playability.

The only games I've played for any length of time recently are Streetfighter II (not particularly original, but at least it's superbly executed and has fabulous playability), Ramparts (that's different!), Smash TV, Mad Dog McCree (a laugh and a half) and Don't Pull from Capcom. Nothing else springs to mind immediately - and when you think how many machines appeared last year, it's a sad state of affairs.

Perhaps I'm being unfair? I'd like to hear your opinions on this. Maybe you've got some suggestions of old games and ideas that you'd like to see brought up to date, or perhaps you completely disagree with me and think that the arcade industry is coming up with some great games. Write in and I'll print all the best letters I get on the subject.

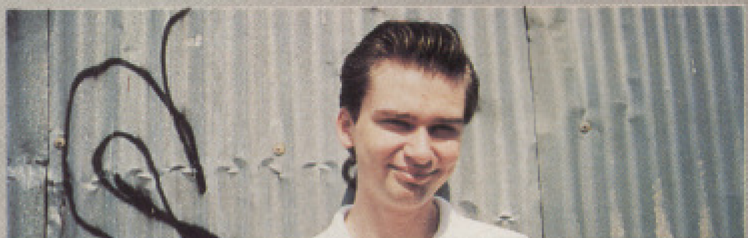
JAZ



It's yet another hip-swinging swoonsome cartoon from the madcap master of mayhem, Radion Automatic. Wah-hoo! Weee-heeee! Wooo-aaay!



JULIAN "JAZZA" RIGNALL
The biggest trouble Jazza ever got in when he was at school was during one particular maths lesson. Having walked into the classroom, he proceeded right up to the back of the room to his desk. While his teacher, Mr Prosser, had his back turned, the cheeky scamp dived out of the window, ran around to the door and walked through again, much to the amusement of his chums. He did it again, with even more hilarity. But the fourth time proved his undoing - the headmaster was walking by as he dropped out, and he was lead off to the headmaster's study for a bit of cane-related hanky spanky.
CURRENT FAVE GAMES: SUPER TENNIS, MARIO III, FLICKY



RICHARD "MORE PHONE FROLICS" LEADBETTER
Once again, the telephone is at the root of Richard's evil. This time it was modem-related hi-jinks as Richard and his wicked chums used the school computer system to call all sorts of bulletin boards around the world. Their favourite was in New Jersey USA, but the record price for a single call was set on some kind of an 0898 system at peak time, which totalled a massive £26.00! Not surprisingly, once the phone bill arrived in the headmaster's study, the modem was locked away forever...
CURRENT FAVE GAMES: SUPER TENNIS, MARIO III, STREETS OF RAGE

OOOH-AAAH I'VE SPANGED ME CAR

That mangled red Ford Escort is a word of warning to all dads everywhere. This is what can happen when you teach your lovely wife to drive. At least, that's what happened to the parents of Jonathan Sharp of Ceigiau, Cardiff. Hee-hee!

Mick "Mega" Foster of Shoreham, Sussex has had his beloved RS Turbo enhanced by a "specialist mechanic" in Burgess Hill - although I don't think these were the enhancements Mick had in mind. Still, what do you expect when you boost the engine of a car which was originally designed to be driven by middle-aged farties?

No story behind the Granada estate spang sent in by Alex Ware of Burgess Hill (perhaps he was hit by a nutter in an RS Turbo?), and the same goes for the slightly scraped Golf GTI sent in by owner Richard Stainsbury of Horfield, Bristol.

Andrew and Matthew of Mildenhall, Suffolk sent in a picture of their Dad's Cavalier SRi after it was kindly modified by an American gentleman, and Darren Liptrot of St Helens has supplied us with a picture of his dinged Escort, which he "hopes the new owner doesn't see". Hmmmm.

Any more accident pics gratefully appreciated - as long as there were no deaths or serious injuries. The address is: EXCUSE ME, MY MOTOR AND YOURS SEEM TO HAVE BRUSHED TOGETHER, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



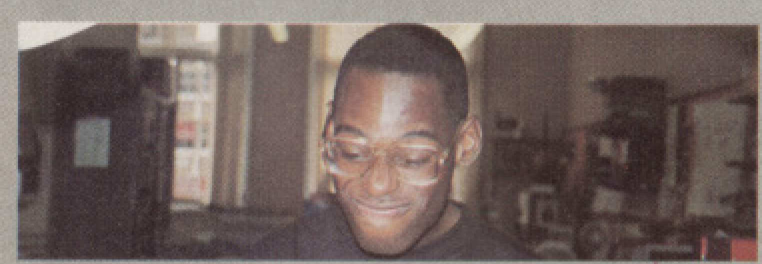












OZ "GREEN CHAINS" BROWNE

Oz was a very saintly boy, and never got into any real trouble. Except once - nearly. Somebody had been sticking bog rolls down the boys' toilets and flooding the place out. The head had got so sick of it, that he said in assembly that special green fluid had been put on the chains, and that the guilty person would have green hands. Oz, dumbo that he was, instantly looked at his hands and was spotted by a teacher, who accused him of being the phantom flooder. Fortunately, Oz hadn't been chain pulling, and escaped unscathed.

CURRENT FAVE GAMES: F-ZERO, UN SQUADRON, THUNDERFORCE III



GARY "FLICK-TASTIC" HARROD

Naughty Gary Harrod was a big fan of chewing pieces of paper to make them all horrible and gooey, and then flicking them on the roof. Apparently this activity had high comedy value amongst his Poole school chums. After a few months of this, the ceiling began to look like a relief map of the Andes - and it was at this point when Gary's teacher caught him "in the act". His punishment was to clamber atop the caretaker's ladder and scrape all the offending articles off the roof. Ugh!

CURRENT FAVE GAMES: SUPER TENNIS, SUPER TENNIS, SUPER TENNIS

IT'S AN ORIFICE

Any rumours you've heard that the MEAN MACHINES office is a nice place to work are complete lies. Here's a pic of our disgusting workplace. Ugh! Thank goodness it's being redecorated soon!

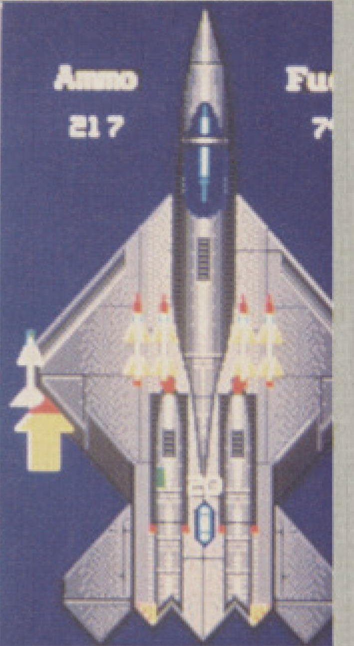



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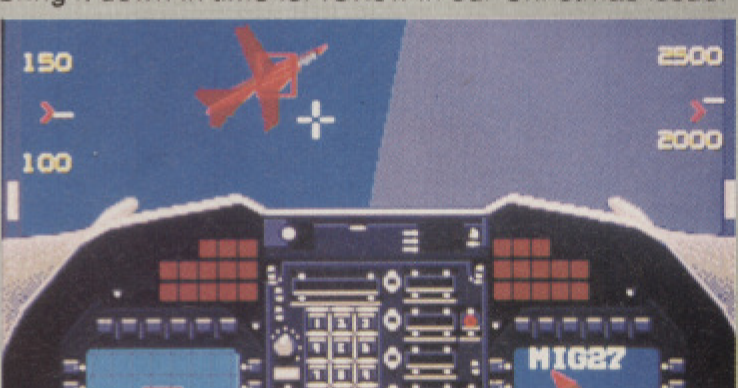
NEWS

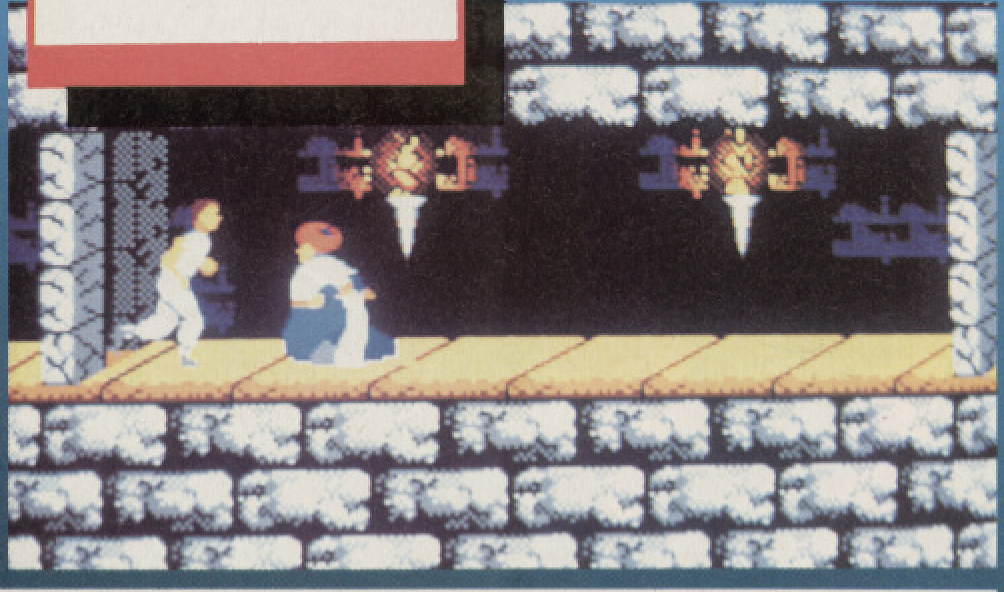
THE FIRST MEGADRIVE FLIGHT SIM!





Electronic Arts are soon to release the first ever flight simulator for the Megadrive. F-22 Interceptor (for it is he) allows you to firmly grip the joystick of a Lockheed F-22 Advanced Tactical Fighter and fly it in over 100 different missions. From what we've seen, this filled-3D game looks stunning, with internal and external viewpoints of the action, and film-style cut sequences. The graphics are fast and smooth, and there's even an option that allows you to create your own missions - great, eh? As usual, MEAN MACHINES is hot on the tail of this one, and we'll bring it down in time for review in our Christmas issue.



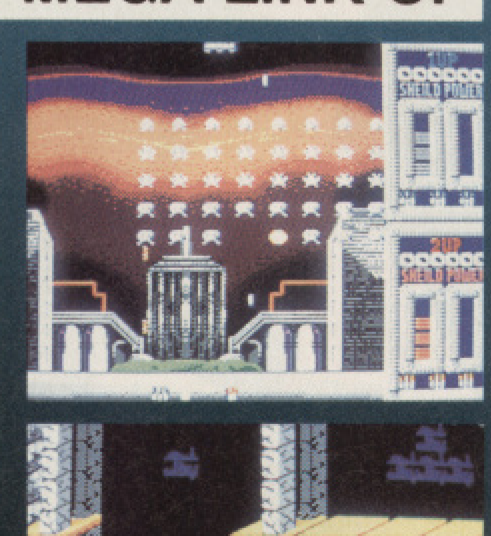


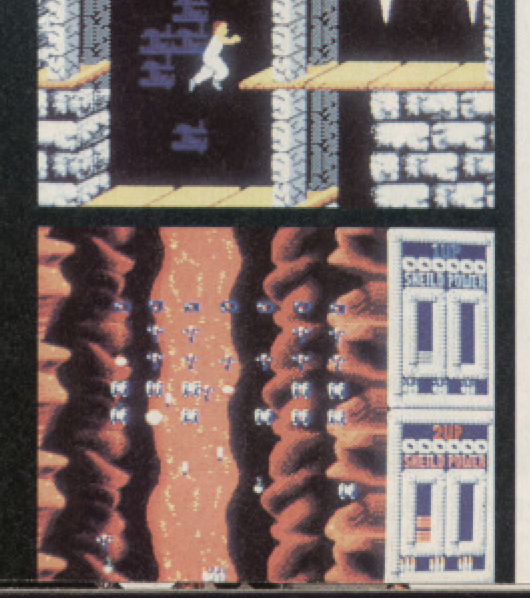
DOMARK-TENGEN MEGA LINK-UP

Here's some great news for coin-op loving Sega owners - British software house Domark has signed a deal with US arcade specialists Tengen to bring their brilliant arcade conversions to this country. The deal is immediate, and before Christmas Ms PacMan, Klax and Ramparts will be released on the Master System, as well as Hard Drivin' on the Megadrive.

Early next year the Domark-Tengen deal goes into bonkers mode, and we'll be seeing the likes of Klax, Pac-Mania, Roadblasters, Ms PacMan, Ramparts, Pitfighter and Super Space Invaders on the Megadrive!

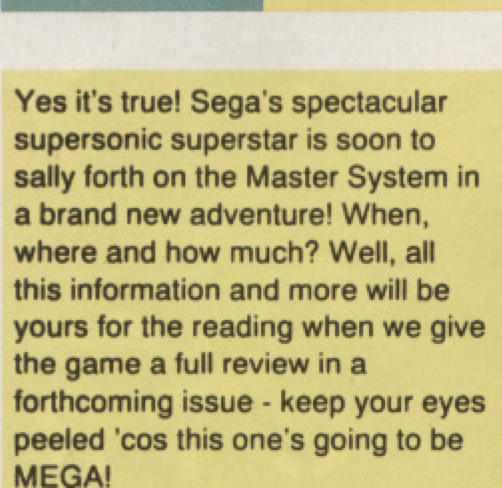
And if you don't think that's enough, Domark's own Master System titles, Super Space Invaders and Prince of Persia, will appear respectively in January and February of next year! We'll be covering the lot, so keep your eyes out.

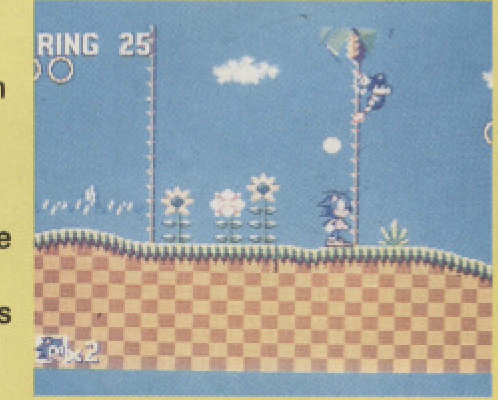






Yes it's true! Sega's spectacular supersonic superstar is soon to sally forth on the Master System in a brand new adventure! When, where and how much? Well, all this information and more will be yours for the reading when we give the game a full review in a forthcoming issue - keep your eyes peeled 'cos this one's going to be MEGA!





IS IT BEASTLY?

The Megadrive conversion of the Amiga game, Shadow of the Beast is set for a November launch on the Electronic Arts label. Superficially impressive, it puts you in control of the eponymous Beast as he runs across the landscape punching things in an attempt to find and destroy the Beast Lord. The graphics are certainly impressive, but the gameplay? Well, check out the full review next month and we'll fill you in on this important aspect...



IMMORTAL, INVISIBLE

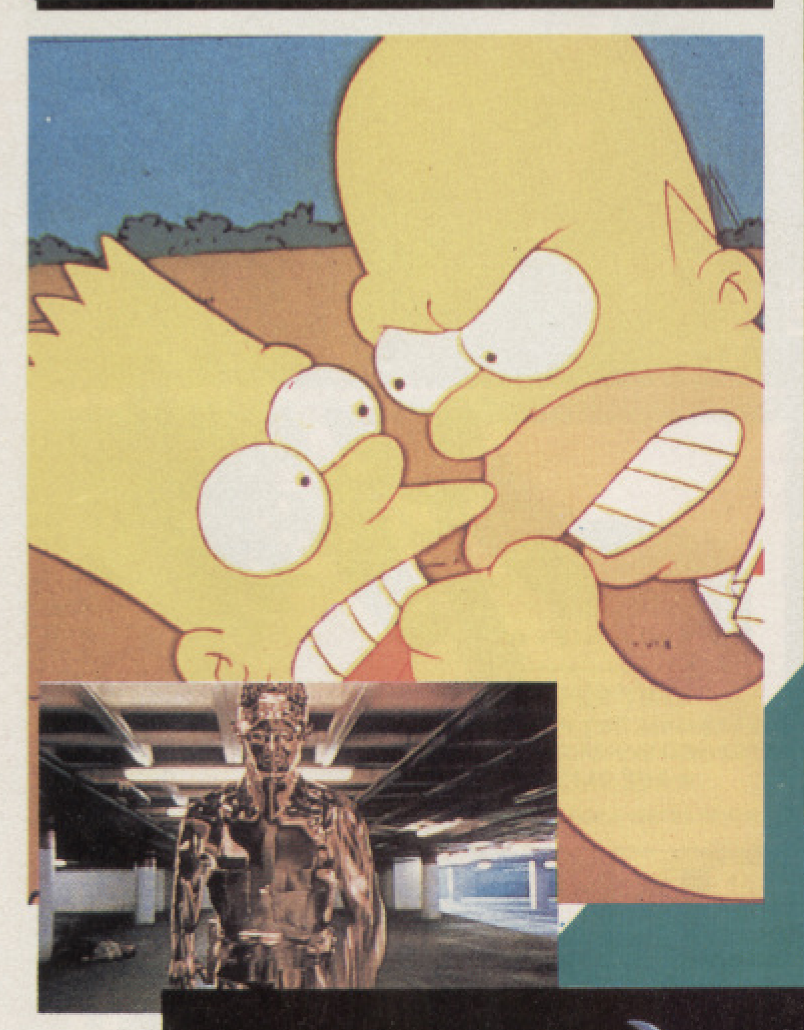
Other Electronic Arts Megadrive titles in the pipeline include Immortal, an interesting arcade adventure with particularly gory fight sequences, Rings of Power, a "new style of adventure", as they call it, that has "the biggest playing environment yet seen on a Megadrive", and Marble Madness, the Megadrive version of the classic coin-op (the Nintendo version is reviewed on page 70). Whee-ooo. What a bunch of busy bods those EA people are, and no mistake...







IMAGEWORKS SEGA SENSATIONS





If you're a Megadrive or Master System owner, you'd better empty your bladder before reading this - 'cos this news is pant-wettingly exciting!

Imageworks have just signed a deal with Acclaim in the US to bring you a series of utterly spiff-o-rama games!

First there's The Simpsons, the game of the cult TV family. Then there's Wrestlemania, a wrestling game (obviously) based around the completely hilarious antics of those muscle-bound WWF masters of mayhem like the Ultimate Warrior and Hulk Hogan.

Arnie fans are in for a treat, with games based around Total Recall and the utterly whoppa Terminator II, a film so utterly brill it's even better than sharing a sleeping bag with Michaela Strachan! And if that's not enough, on the arcade front, Imageworks will also be bringing you conversions of the basketball coin-op Arch Rivals and the supa-violent, monstrously addictive Williams hit, Smash TV.

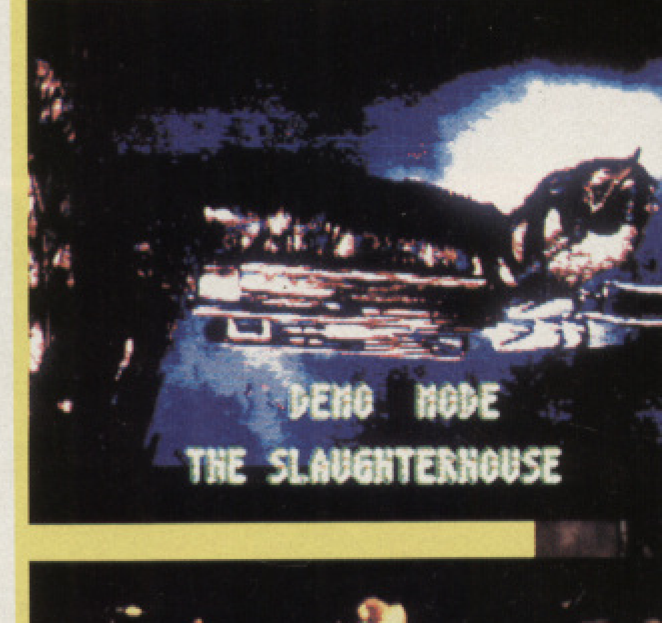
All these games are scheduled for launch during 1992 on both the Megadrive and Master System. And we'll be there to fill you in on the lot!





PREDATOR AND ALIENS INVADE

Two superb sci-fi movies, Predator II and Aliens III, are currently being turned into Megadrive games by Imageworks. Both movies have tons of action and excitement that should translate to console perfectly, so expectations are high! Both games are scheduled for mid-1992 - we'll be bringing you more information as soon as there is some...





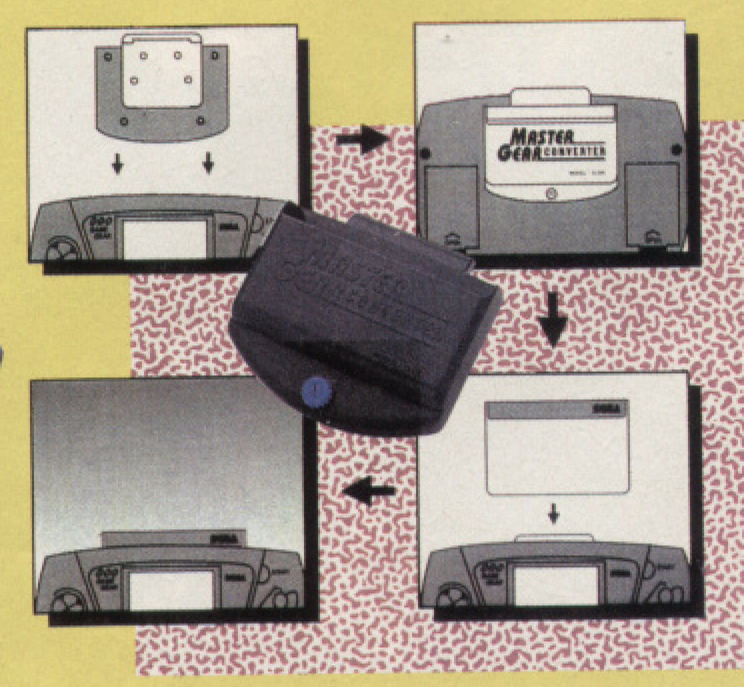


A MEGADRIVE ACTION REPLAY

A very interesting new widget was recently unveiled to the MEAN MACHINES team: the Action Replay from Datel. It's a piece of hardware that fits between a game cartridge and the Megadrive cartridge port. When the machine is switched on, a menu appears allowing you to enter POKEs into the game's memory locations, thus giving yourself unlimited lives, energy, skip levels and so on. Since finding the correct locations is very difficult, Datel will be supplying purchasers of the Action Replay with relevant codes for virtually all available Megadrive games, as well as supplying updates for new games at regular intervals. The Action Replay will cost £49.99 when it's released in December - we'll have the full story at that time.

If you're a Game Gear owner who has access to Master System cartridges, you'll be very interested in the Master Gear, an attachment that lets you plug Master System cartridges into your Game Gear! It costs around £35.00, and will be available from most import specialists at the end of this month. Thanks to Shekhana Computers for supplying us with the very first one - if you're interested, they can be contacted on 081 340 8565





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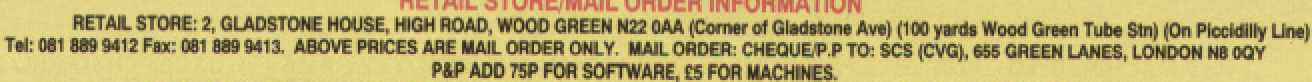
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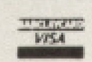
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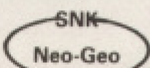
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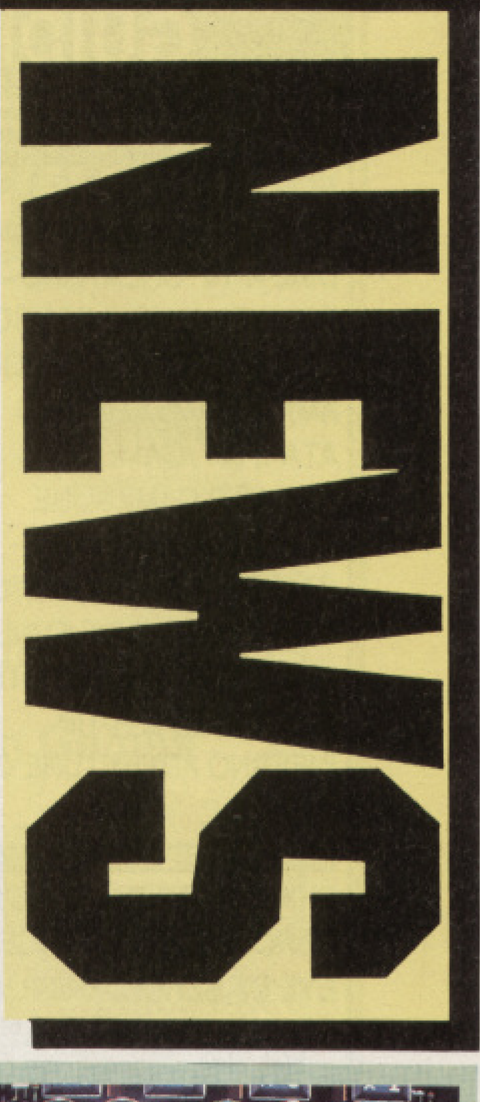
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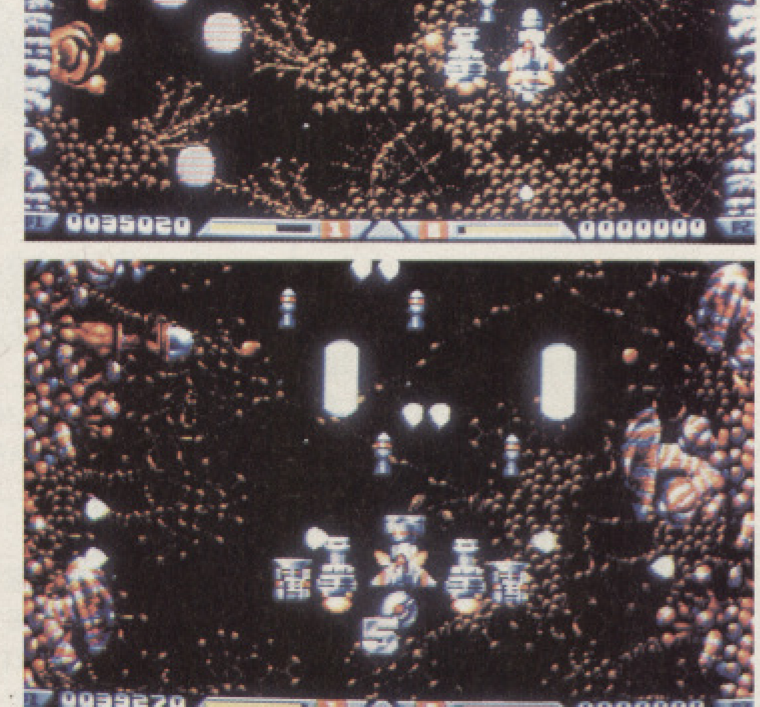
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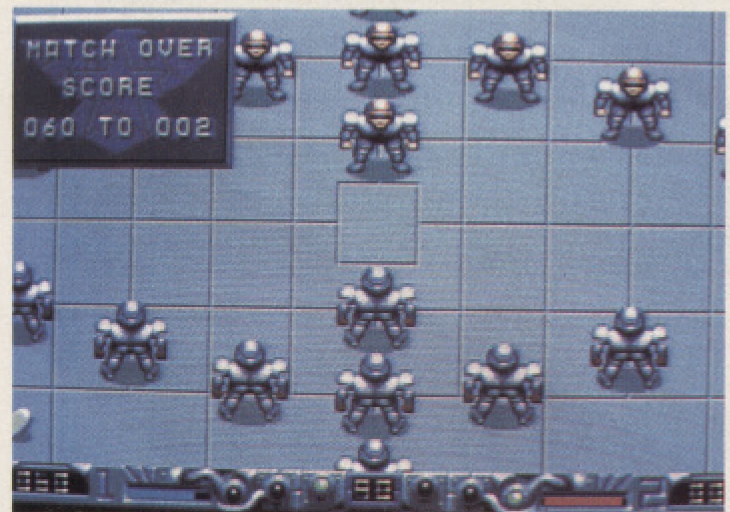


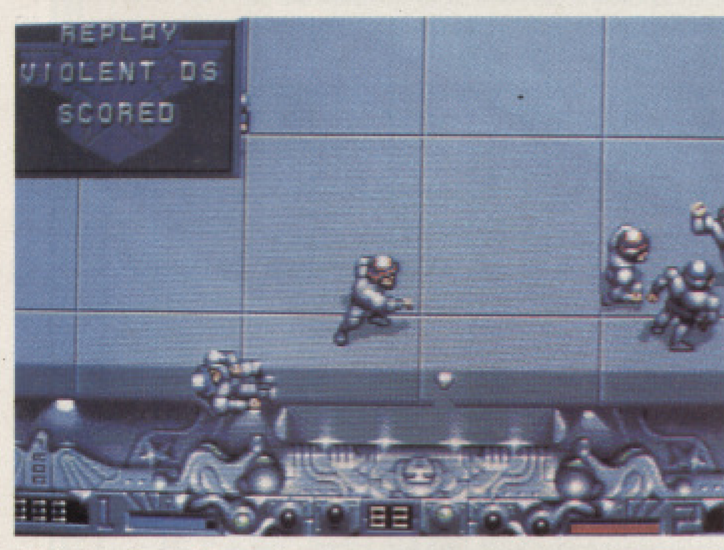
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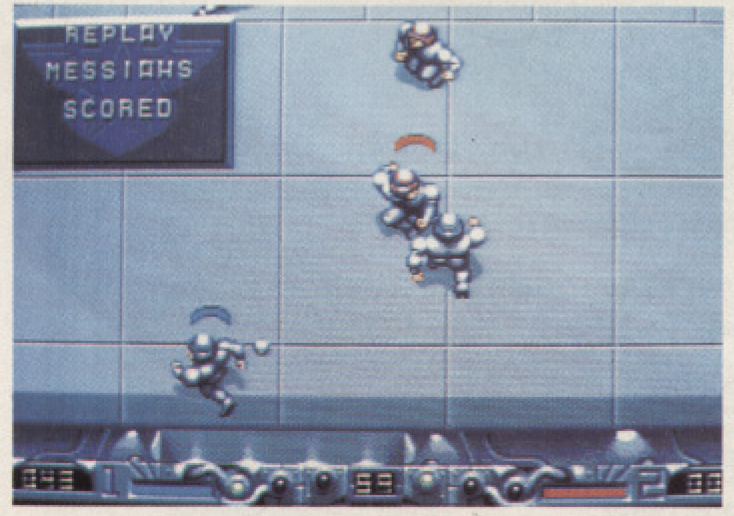
Just when you thought we'd told you everything, Imageworks are also releasing Speedball II on the Master System and Xenon II on the Megadrive. Both look completely brill - expect reviews around Christmas!







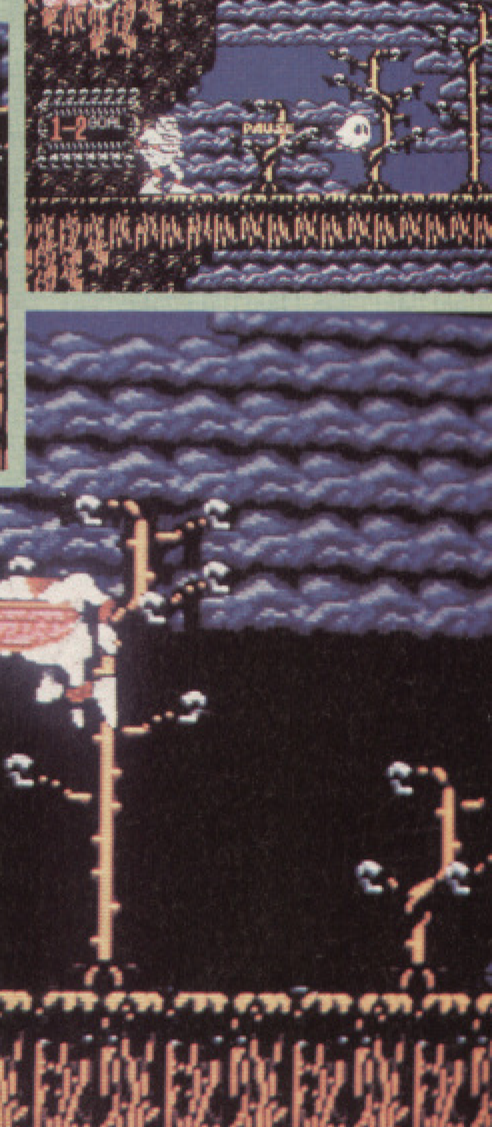




DECAPPATACK IS MAGICAL HAT!

We've just had an advanced copy of Decappatack in the office and think it's great fun. However - be warned. It's basically Magical Flying Hat Turbo Adventure with new sprites and music, so if you've already got that game, give it a miss. If not, check it out - we'll be reviewing it next month!





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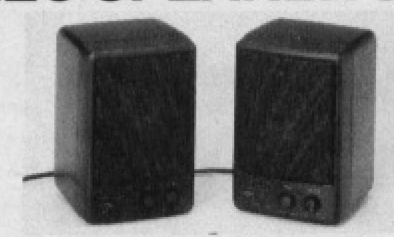
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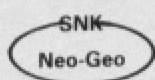


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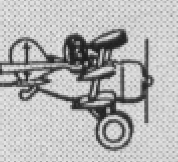
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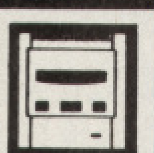
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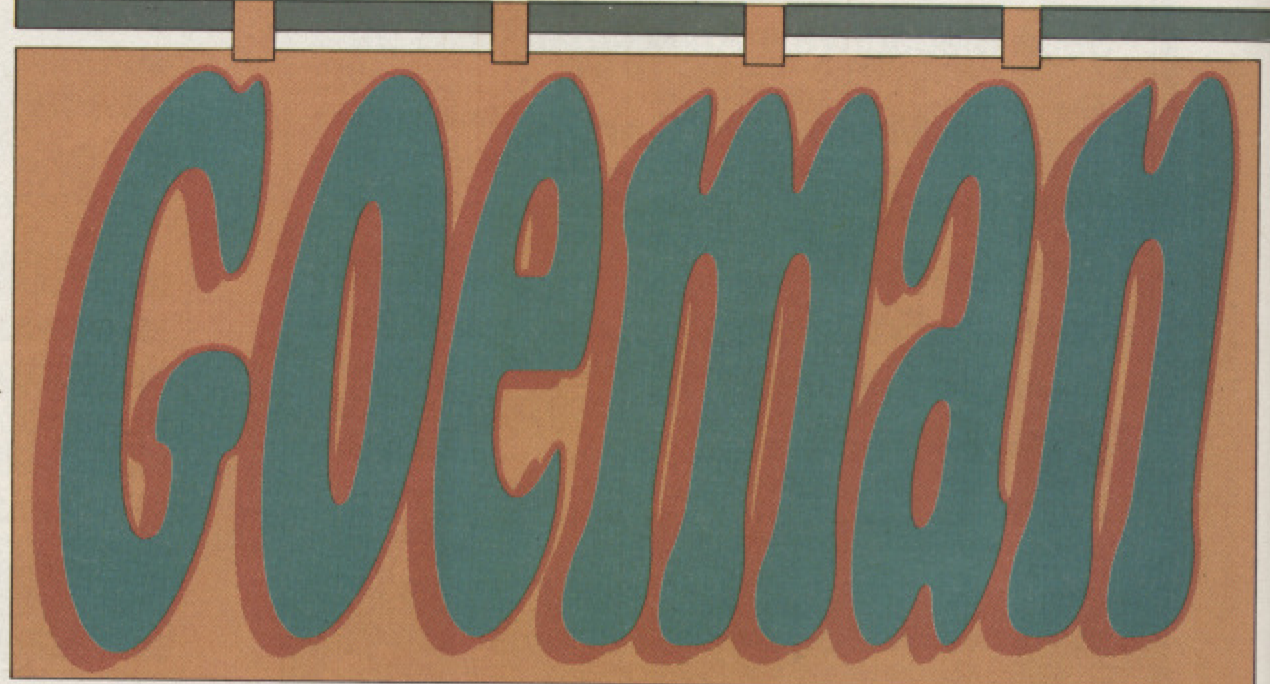
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STORY

Once again, evil creatures have taken over the fair and pleasant lands, terrorising people into submission, razing buildings to the ground for no good reason and even setting fire to people's underwear for the comedy value alone.

Enter the fearless Goeman Warrior - a man with a mission. Those marauding creatures have butchered some of his best friends while he was away on holiday and he's more than a bit upset. Goeman decides to end the evil ones' reign of terror there and then, and bring a new era of happiness to the land. What a gent, eh?

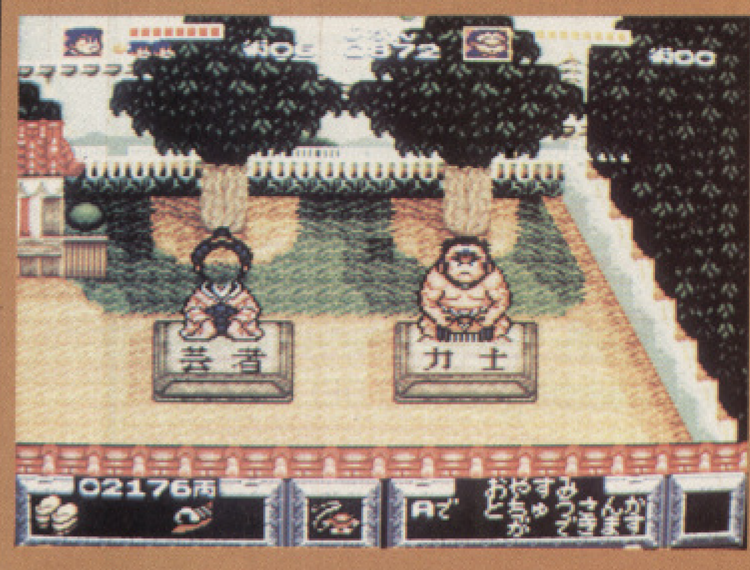
This generally involves travelling around nine areas packed with evil enemy sprites who are intent on raping and pillaging the occupied villages. With the aid of his massive Battlestick, it's Goeman's job to rid the village of these foul demons by swiping them around the chops and picking up the cash and other items they leave behind.

However, not everyone that Goeman encounters is evil. Indeed, some of the fair and gentle townsfolk actually aid Goeman in his quest. The warrior lad is also capable of entering shops and gaining useful items, provided he can cough up the necessary dough.

There's a long quest in front of him, but Goeman's a REAL man, and won't give up until the last of the evil ones has been successfully booted out of the country!

THE EXPLORATION BIT

This portion of the game simply involves Goeman strutting around a horizontally scrolling backdrop, beating up various enemy sprites collecting icons and money. Shops are also visited on these levels.



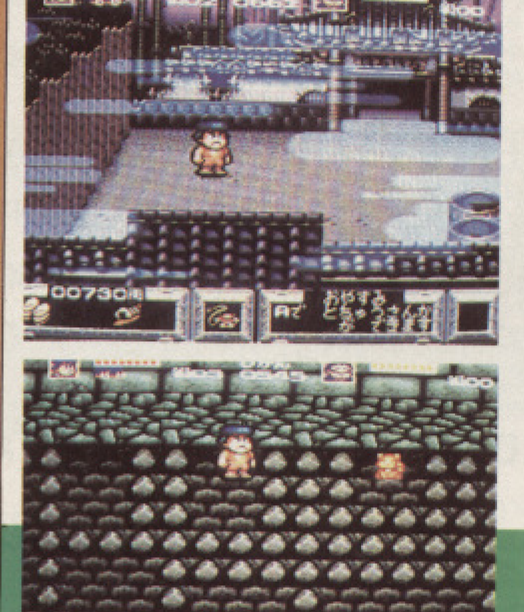
THE PLATFORM BIT

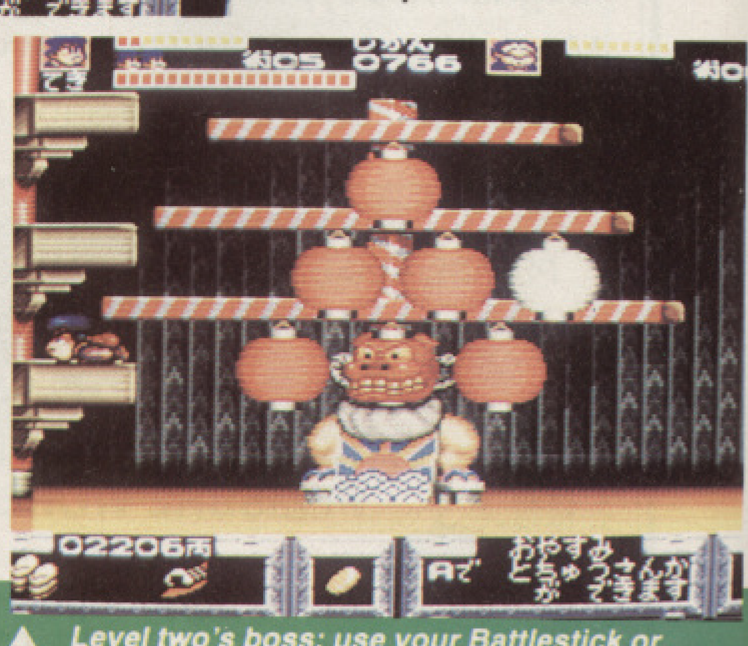
On the way to the end-of-level guardian, Goeman Warrior enters an eight-way scrolling platform environment. Here, he uses his stick to beat up even more hapless creatures before confronting the evil boss!



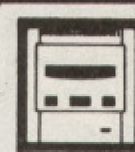


▲ *The tag is needed to complete the level, and here's the shop to buy it in! A snip at 980 coins!*





▲ *Level two's boss: use your Battlestick or magic coins to blow up the lampshades!*











BONUS SUB-GAMES

Half the fun of playing Goeman Warrior is in locating the vast amount of bonus sub-games in the game. In level one, you can play a mole bash game where moles pop their heads out of holes and you smash them over the head with a massive mallet. Other delights include a Breakout game and the entire first level of Nemesis - and it's identical in every respect to the arcade original!



▲ *You're in the arcade now, just about to play the Breakout game. This chick gives you the low-down - in Japanese of course!*

THANKS TO...

Thanks to Advanced Console Entertainment for supplying us with a review copy of this game. If you want more information about the game, call them on 071 383 0480.

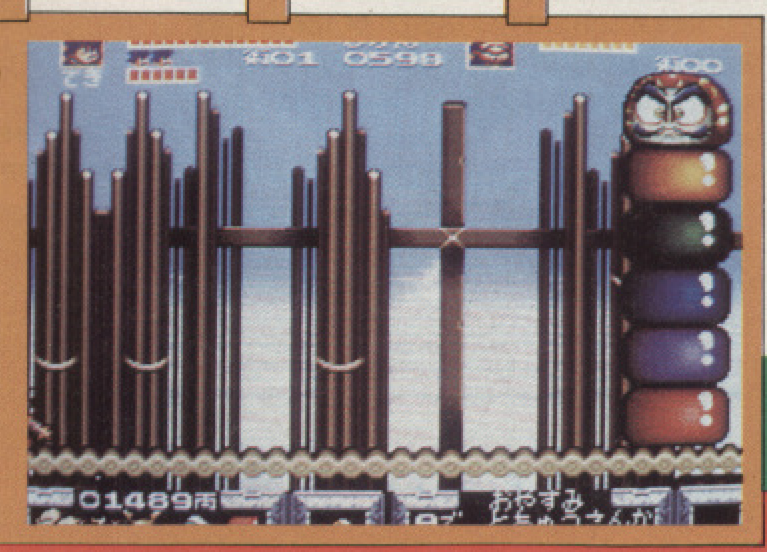
COMMENT

RICH

At first, Goeman Warrior looks pretty dull. The only thing you have to do is strut around the scrolling levels dishing out staff-related death to the enemy sprites. However, once you've actually got into it a bit, that becomes just a small part of the game. There's platform exploration sections in there as well, along with some brilliant end-of-level bosses. The graphics are tremendous. The Japanese excel at producing cutesy-style games, and Goeman must rank as one of the finest examples yet, with brilliant sprites and varied backdrops. The sound is top-hole too, with some funky Jap tunes to swing your pants to. But it's going to be the vast quest that keeps you glued to the Famicom. You might have completed something like R-Type on your third go, but Goeman offers many days of frustrating (but yet completely addictive) gameplay. Yet another brilliant game for the Super Famicom!

FLASHY THREADS

Goeman's a bit of a flashy dresser, but his threads have a function too! Both hats and armour protect Goeman from a few hits from the enemy. There are three types of hats and armour, each absorbing a certain number of hits from the nasties. Shoes are also available which increase Goeman's running speed, and this means he can pull off longer jumps too!



STRANGE ICONS

A number of highly useful items are found in Goeman Warrior. Some are found by simply beating up the enemies. Others are well hidden behind false walls. If you're willing to throw away the necessary wonga, some of these items can be purchased at the shop.



This book may look pretty boring, but in fact, possession of this item enables you to converse with the locals of a later level!

▼ Gold felines add extra notches to your energy bar so Goeman is capable of taking even more damage! A rather essential item.

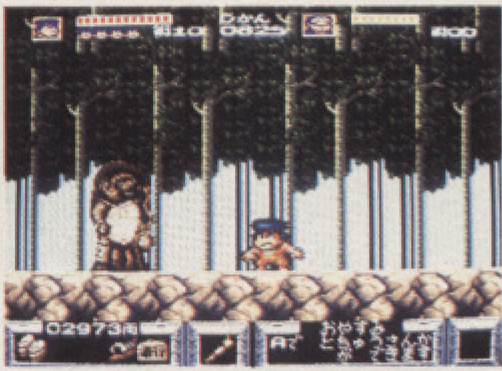


LOADS OF FOOD

Food is available from the shops which boost Goeman's energy. This food can be stashed away in his rucksack until needed, thus supplying a constant source of energy.



These blue pots are quite common in the game. Smash them open and magic powers, loads o' lolly or a useful item could be yours!



This tag may look fairly useless, but the guardian of one level won't let you by unless you're carrying this about! ▲

GOEMAN'S CHUM

Goeman isn't the only person up against the might of the evil ones. Should you have a pal ready to play, simultaneous two-player action is the order of the day. The game itself isn't significantly different, but it's possible to climb on the other's shoulders so whilst one walks in one direction, the second player can attack in the opposite direction!

COMMENT



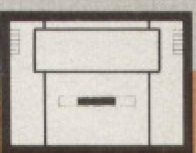
JULIAN

Even though Goeman Warrior has a lot of Japanese text, it doesn't stop it from being incredibly addictive and entertaining. The graphics are absolutely stunning, with beautiful sprites and backgrounds, and the sound is utterly incredible, with the some of the best music I've heard on a console game - the sheer quality and variety is outstanding. It's also great fun to play, with tons of things to discover hidden behind the doors of the houses in the village exploration sections - there's a mole bash game, the entire first level of Nemesis (and it's arcade perfect!), a Breakout game, a horse racing game, a couple of weirdo fruit machines... and that's only on three of the levels I've visited! The arcade platform sections are really superb, with real tests of skill as you battle through all sorts of hazards to reach the wild 'n' wacky end-of-level guardian - the giant floating monkey-clown face is my personal fave. With weeks of potential challenge and enjoyment (and I mean that literally), Goeman Warrior is a must for Super Famicom owners.

Goeman

BY: KONAMI
PRICE: £45.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 5
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS





PRESENTATION 91%

Although there's lots of Japanese text, the presentation screens and stunning effects make Goeman Warrior a real treat.

GRAPHICS 94%

Brilliant sprites and backdrops battle it out for the player's attention!

SOUND 94%

Awesome Japanese-style tunes with great drums and bass-lines. The effects are excellent as well.

PLAYABILITY 90%

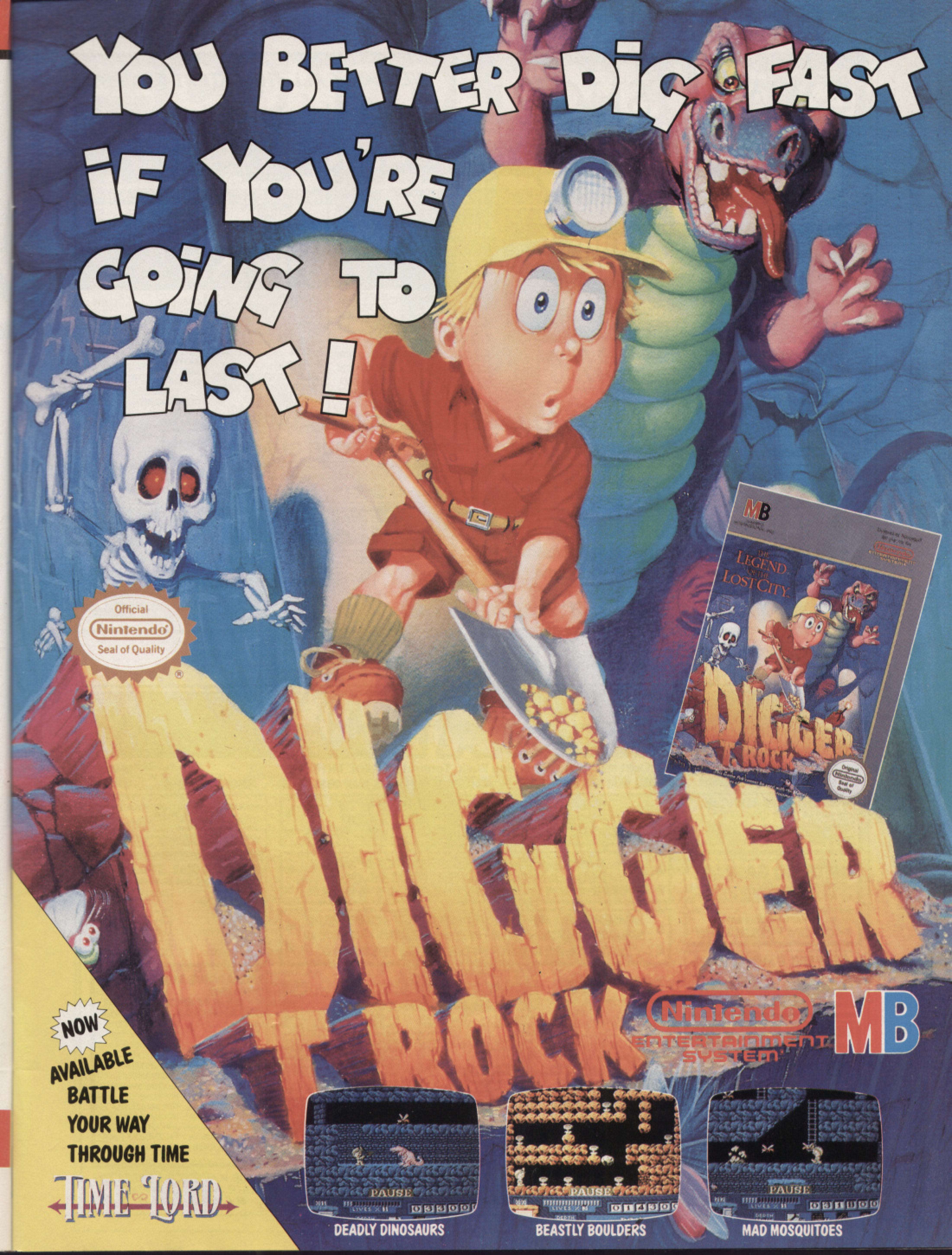
Addictive from the outset, with plenty of cute sprites to smack into oblivion.

LASTABILITY 92%

So much to see with many hidden sub-games and secret rooms to locate.

OVERALL 92%

The variety in Goeman Warrior combined with the excellent gameplay



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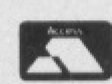
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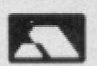


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MEAN YOB!

He's here, so cheer, or he'll call you queer. It's YOB, the greatest letter answerer in the whole Universe. And he's a-dippin' into his bulging sack once again to answer your letters in his own, kind, sensitive way. If you've got anything to say, or have pictures, photos (incriminating or otherwise), jokes or geese vasectomy equipment, send them in to: YOB'S SIZZLING ORGANIC ORGANISM MAIL SACK, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget about that there's a prize of £150.00 for the best letter of the month...

WHAT A SADIST!

Dear YOB,
I recently played on a game on the Amiga called Reel 'n' Fishing which was a fishing game (surprise, surprise), I really enjoyed it but the problem is I haven't got an Amiga, I've got a Spectrum and a Nintendo NES, so I've got two questions for you.

1. Are there any games which involves fishing for the Nintendo NES or Spectrum?
2. If so how would I be able to get them and where?

Lastly if you don't publish this letter you are the biggest low life in the entire universe.
Gavin Rose, Waltham Abbey

YOB: I asked games guru Jaz about fishing games, and he said that there's an ancient Spectrum game (about five years old) called Jackie Charlton's Match Fishing (but he doesn't know where you can get it from these days) and that two fishing games were released on the Nintendo in America recently - Black Bass and Blue Marlin. But he says they're both as boring and dull as the "reel" thing. Anyway, who's the biggest low-life you spong-featured scrote? Lovely old me, or a sad, perverted sadist who enjoys a "sport" where the participant tricks poor, unintelligent creatures into swallowing sharp metal hooks, and then pulls them out of their natural environment while the hook is still embedded in the roof of their mouths?

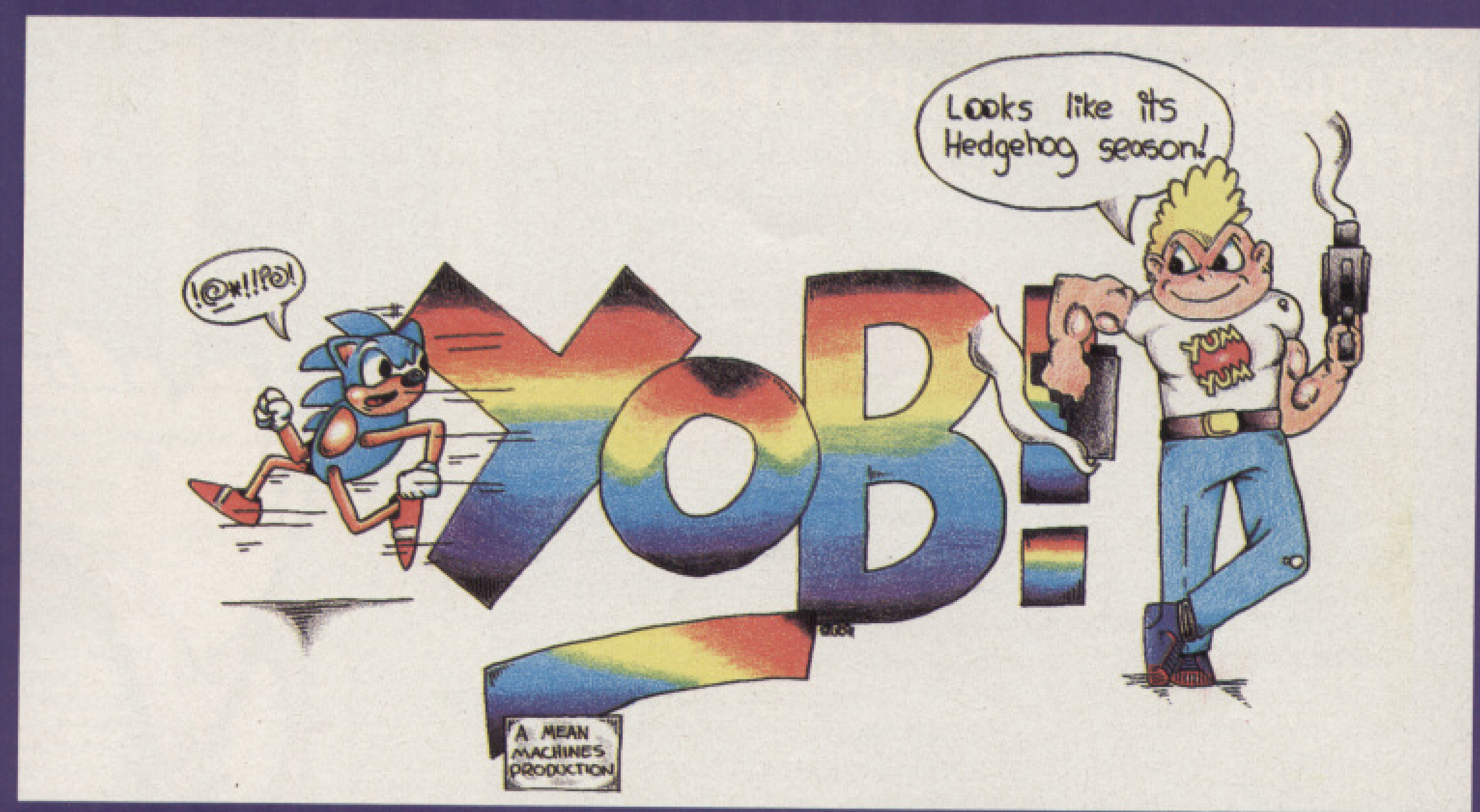
A SAD CASE...

Dear YOB,
One day The Mario Bros decided to visit Captain Skyhawk and Luigi suggested visiting Megaman 2. They set out early as the weatherman had predicted Days of Thunder. On the way some Bad Dudes armed with Blades of Steel attempted to Rush 'n Attack them. Mario reached for his Ironsword

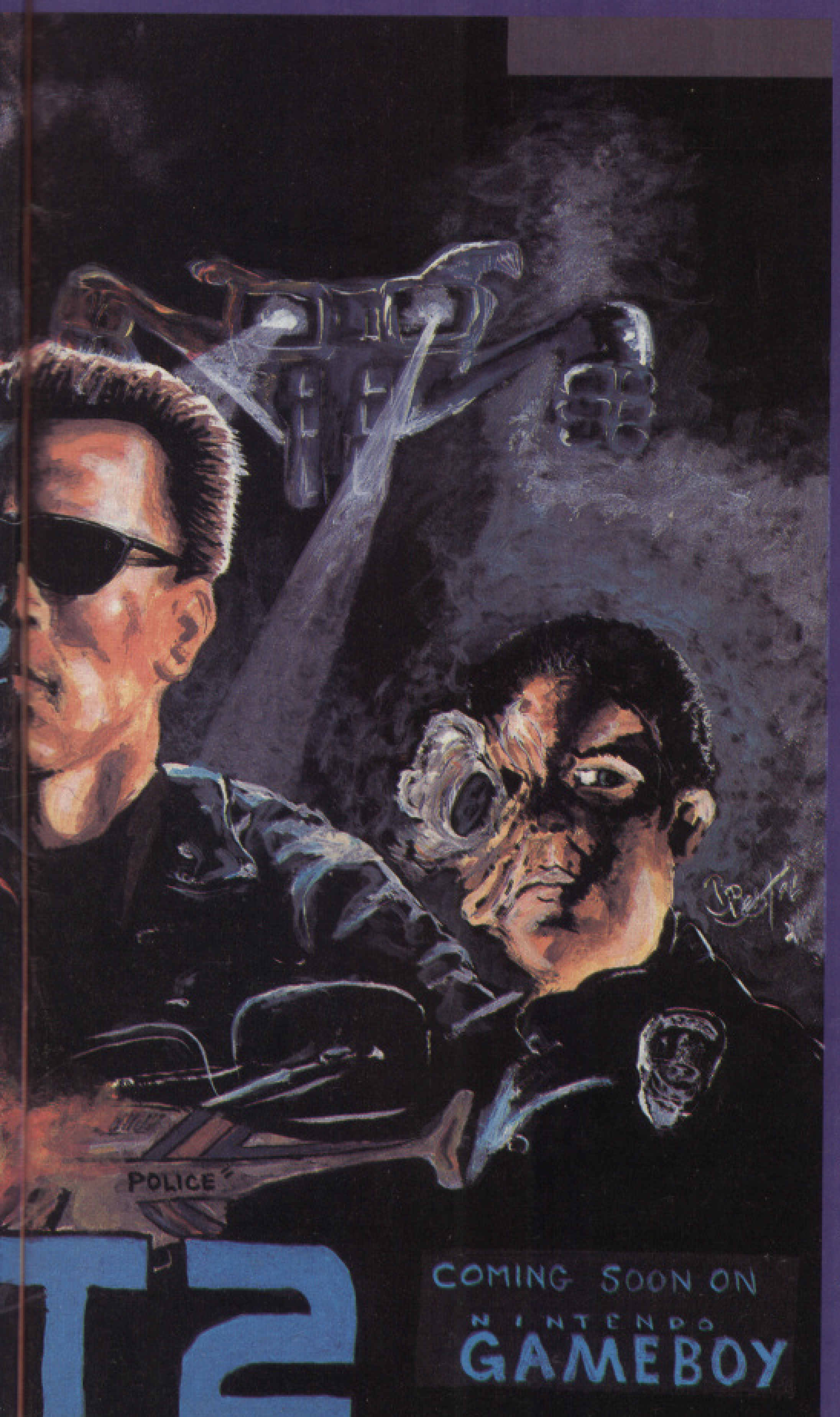


but he had forgotten it. Fortunately a Wild Gunman was passing and he would have used his Kung Fu to defeat the Bad Dudes. Further along Hogan's Alley they asked a Paperboy for directions. He directed them to a party at Castlevania. This gave Mario a chance to show off his latest heavy Metal Gear, tell old Duck Tales and get pissed. After the party they nicked a Rad Racer and did some Turbo Racing around the Track and Field 2 before returning home and waking up with a hangover.
THE END.
Richard Newbold, Alvaston

YOB: What was the point of that, eh?



The only means of identifying the artist here is the signature, "STU". Remember to put your name on the back!



From the same guy who sent in last last month's Gameboy pic: Brian Best!

PUT YOUR BRAIN IN GEAR!

Dear YOB,
I have a problem which I'm sure is common among Nintendo NES owners. The problem is keeping the gamepak boxes in good condition. I find that a few weeks after purchase they start to look pretty shabby (especially if you let your friends borrow them!) and the small black boxes that come with them are pretty useless. Thus making it harder to sell them back to computer shops when you are tired of the game. One cheap tip I would like to suggest for making a storage box is to get an empty Typhoo Tea box (250g/80 tea bags) break down the tabs, open out the box and rebuild it inside out. This leaves you with a nice neat grey box, in this you can store 3 game paks in their boxes or 4 without perfectly. With room at the side to store instructions! But this isn't really the answer is it? For the price you pay for the games a cardboard box isn't good enough. Supplying plastic boxes with the games should become standard like the Sega games.
Rich Newbold, Alvaston, Derby
YOB: Why don't you take the carts out of the gamepak boxes when you first get them and put the boxes in a safe, dry place like your loft? As long as you're reasonably careful, the carts are tough enough not to get tatty. And when it's flog-off time, get the pristine boxes out of their safe haven. Dear me, what a dozy no-initiative git you are...

OH DEAR, SOMEONE'S IN TROUBLE

Dear Mean YOB
I read in this month's MEAN MACHINES tips for Mega Man 2 by Kristian Biggs. And I thought "I've seen those tips before" so I flicked through volume 3 - 1991 issue 2 of Club Nintendo and sure enough there they were the exact same tips. Kristian had copied them word for word. What do you think of these Nintendo games Turtles II, WWF Wrestling Mania Challenge and RBI Baseball 2? What do you think is better a Nintendo or a Sega?
Adrian Coker, Clapham
PS MEAN MACHINES is the best mag ever.
YOB: Well, Mr low-down cheaty boy Kristian Biggs better watch out that the editor of Club Nintendo, Mark Smith, doesn't go round to his house and kick his monkey ass up and down the garden path. Kristian, if you see a crappy blue Astra pull up outside your front gate you'd better get running...

ELVIS IS ALIVE AND BLASTING ALIENS

Dear Mean YOB
I am writing to you after reading Alien Storm review because I would like to share an amazing find with you.

The King is alive and kicking (well blasting alien ass) inside MEAN MACHINES Megadrive. Oh yes, I'm talking ELVIS. Sega may have changed his name to Gordon but they can't fool me, that face on the panel, that haircut, that collar, that cool techno style six string, that cool dance he's utilising on the screen shot between Julian's comment and the Jap UK differences box!

It is it's him Elvis. Call The Sun, The Mirror and The Sport. We have a scoop here, a world exclusive!

Chris Yates, Stockport, Cheshire

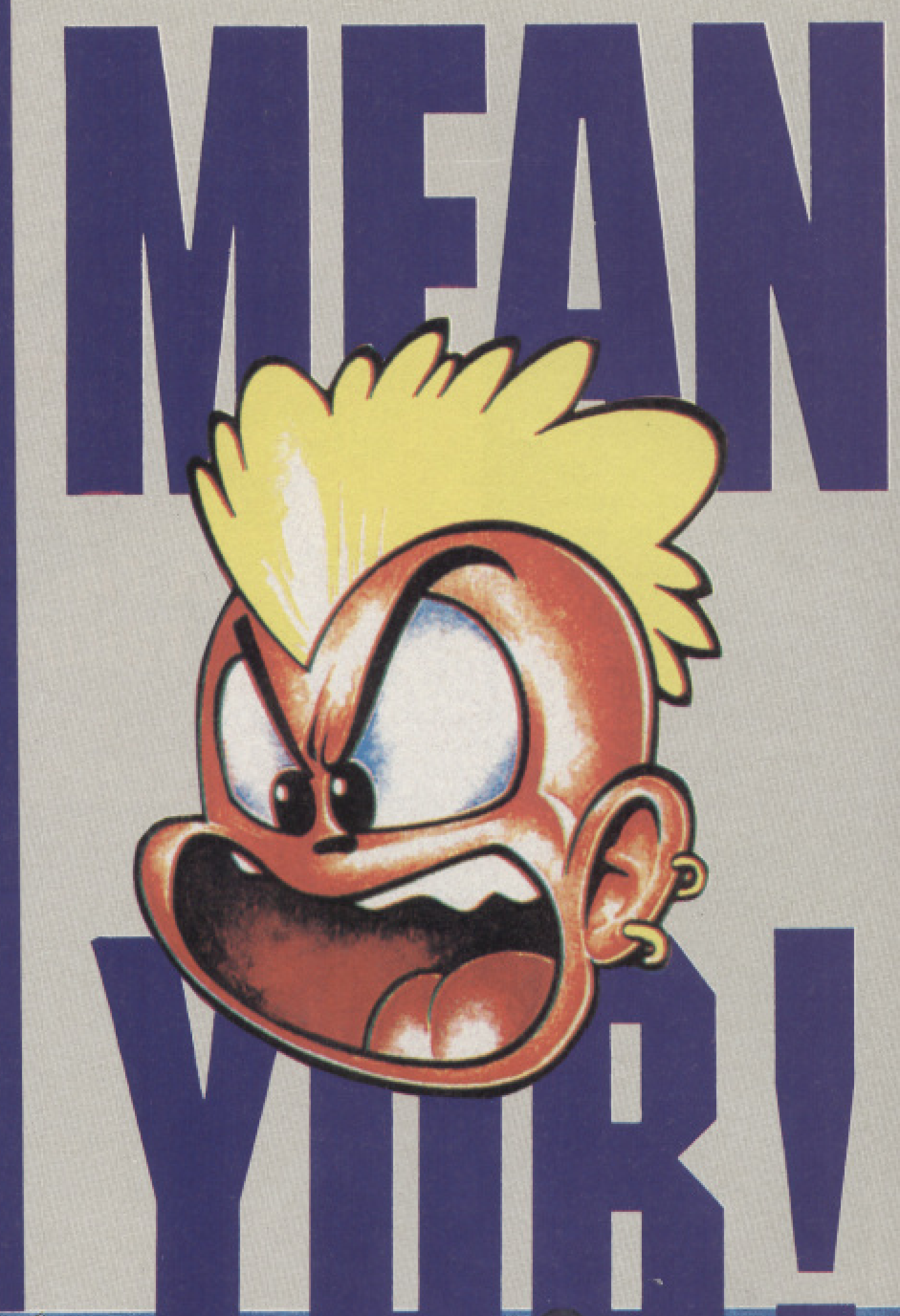
YOB: Well spotted! And as a prize you get not one, but two great Elvis jokes! What would Elvis be doing if he was alive now? Shouting "get me out of this ruddy coffin"! And what would he be singing if he was alive now? Don't step on my green, suede face.

GAMEPLAYING CRIPS AHOY!

Dear Mean YOB
I read with interest the review of Alien Storm in the August edition of the mighty MEAN MACHINES - how can Julian Rignall and Richard Leadbetter rate a game as utterly brill as 'Storm a measly 71%? OK it's not as hard as Gaires but neither is it as easy as putting on a pair of trousers or "everyone in the office completed the game within half an hour of its arrival" - I've got the Jap versions with just the three continues and in my opinion (and that of all my mates that can't put the game down) is that its difficulty level is that of Golden Axe - in fact at the time of writing I've had the game a week and only one of us has finished it - me.

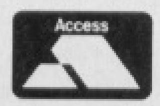
David Oliver, Maesteg, Mid Glamorgan

YOB: Jaz says that you must be a sad, shambling, hopeless crip of a player to take that long to finish the game, and reckons the rest of your mates are gifted with the gaming abilities of a baboon's fart in a wheelchair being pushed around Marks and Spencers in Wrexham on a Wednesday afternoon.



A brill montage from Steve Kennewell...

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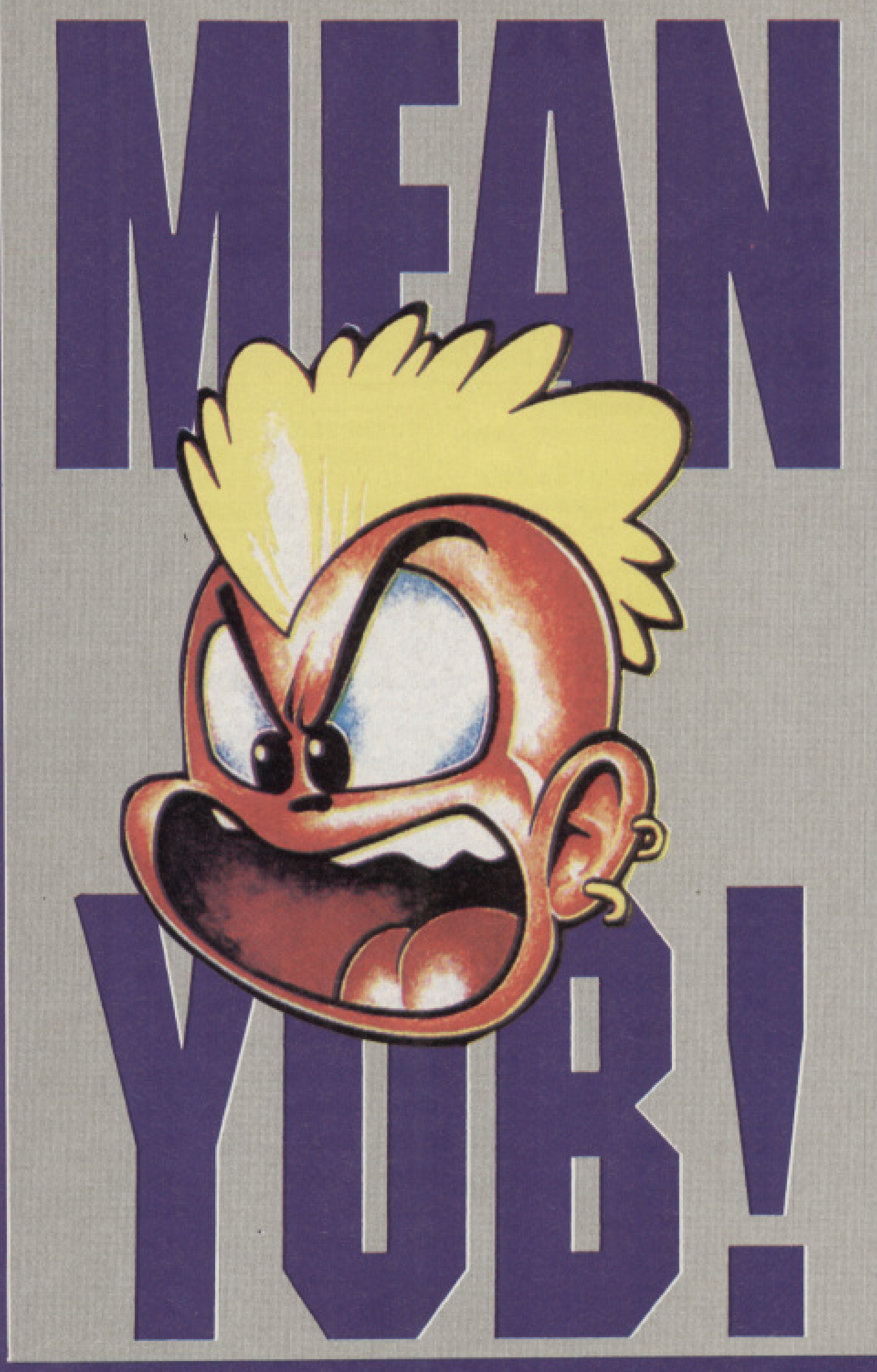
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yo! Mean Machines, the most wicked consoles mag in the cosmos!

ARE YOU CALLING MY AMIGA A NANCY BOY?

Dear YOB
I would like to congratulate you on how you handled KEY (the boy with spastication in his blood) TURNER in issue 10.

I also owned an Amiga but I sold it and got a Famicom.

I was very happy with my Amiga but the graphics and animation on games were just getting worse.

So Mr Key Turner, if you are reading this months issue of MEAN MACHINES, which you bloody well should, YOB has not got dirty farty pants, you are a spaz and the Famicom is ACE!

Scott Leslie, Aberdeen

YOB: Well, that's settled that one. I'm sure we'll get no comeback on the subject...

SONS OF MARY WHITEHOUSE

Dear Mean YOB,
On a Saturday 3rd August, we discovered in a certain American console magazine on a double page spread, an advertisement for Razorsoft's Stormlord.

It stated clearly that Stormlord had been temporarily banned from retail and has yet to receive a rating. Due to this, we think Razorsoft are eventually going to give the Megadrive a bad name. Their previous game, Technocop, is a very poor example of what the MD is capable of. We also found out that Technocop got a 12 certificate. Razorsoft are using violence and gore to sell their products. If this is Razorsoft's form of entertainment then their future is surely doomed.

Yes, Golden Axe was violent but Sega handled it in a non-violent manner, and the same can be said about several other Sega products.

Razorsoft's upcoming games are Slaughter Sports and Death Duel. Surely Sega can see that no good will come out of these tasteless and tacky products.

Believe us, Razorsoft will be receiving a lot of letters from the parents of younger Megadrive owners. Thanks for listening.

Daniel Toporowski, Jason Baines

YOB: Oh dear, oh dear, oh dear... The whole violence thing is Razorsoft's marketing plan, and you fell for it like the self righteous gits you are. They thrive on people like you shouting with indignation, saying what a disgrace it all is - then other people, who want to see what the fuss is about, will



▲ *Check out this brill montage courtesy of someone who forgot to put their name on the back!*

go and buy their games. Razorsoft know that Technocop is a pile of old toss, and use the gore factor (which I thought was laughably stupid anyway) to try and sell the game. Just ignore the gore and people will ignore the game.

MONKEY ASS BOY WRITES

Dear Mean YOB,
You wouldn't dare publish this letter because you're a chicken, you're so chicken, you definitely dare not publish this letter. Your mag is great but you should do something for a Commodore 64 console and more people would buy it. Well, you're the chicken if you daren't publish this letter.
Alex Buckle
PS: I've got a Super Famicom. So there.
YOB: Yeah, and you'll also have a very bruised ass once I've finished kicking you up and down the street. So there.

MYOPIA CENTRAL

Dear Mean YOB,
I sprinted down the shop the other day for my copy of the August edition of MEAN MACHINES. Then I sprinted back home to read the Ultimate Console Magazine but when I turned the page to my horror what did I see, well, I saw an Amiga.

In the editorial it showed Julian Rignall playing on an Amiga, I mean you don't buy a console mag to see computers and that picture is out of an old C+VG number 108 to be exact. Please give me the star letter. I need the software.
Steven King, Sunderland
YOB: Where are your eyes, you stupid great half-wit? That's a PC Jazza's tapping away on - he's using it to write the magazine you dozy git! I think you deserve a gold-plated "doh" for that!

ANOTHER SAD CASE...

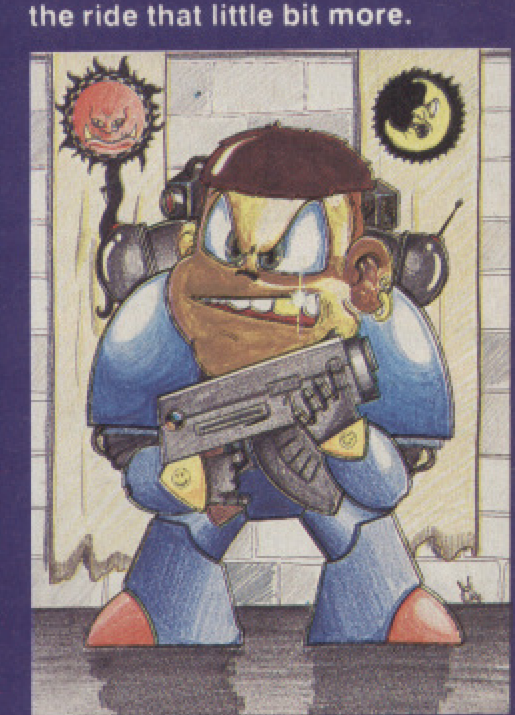
Dear Mean YOB,
There is only one real reason why I am writing to you. It's not because I want to know where you got your crappy haircut from, nor is it because I want to know how many MEAN MACHINES copies you are ate proudly last month.

The reason is simply this, I want that û150 worth of software coming to me. OK.

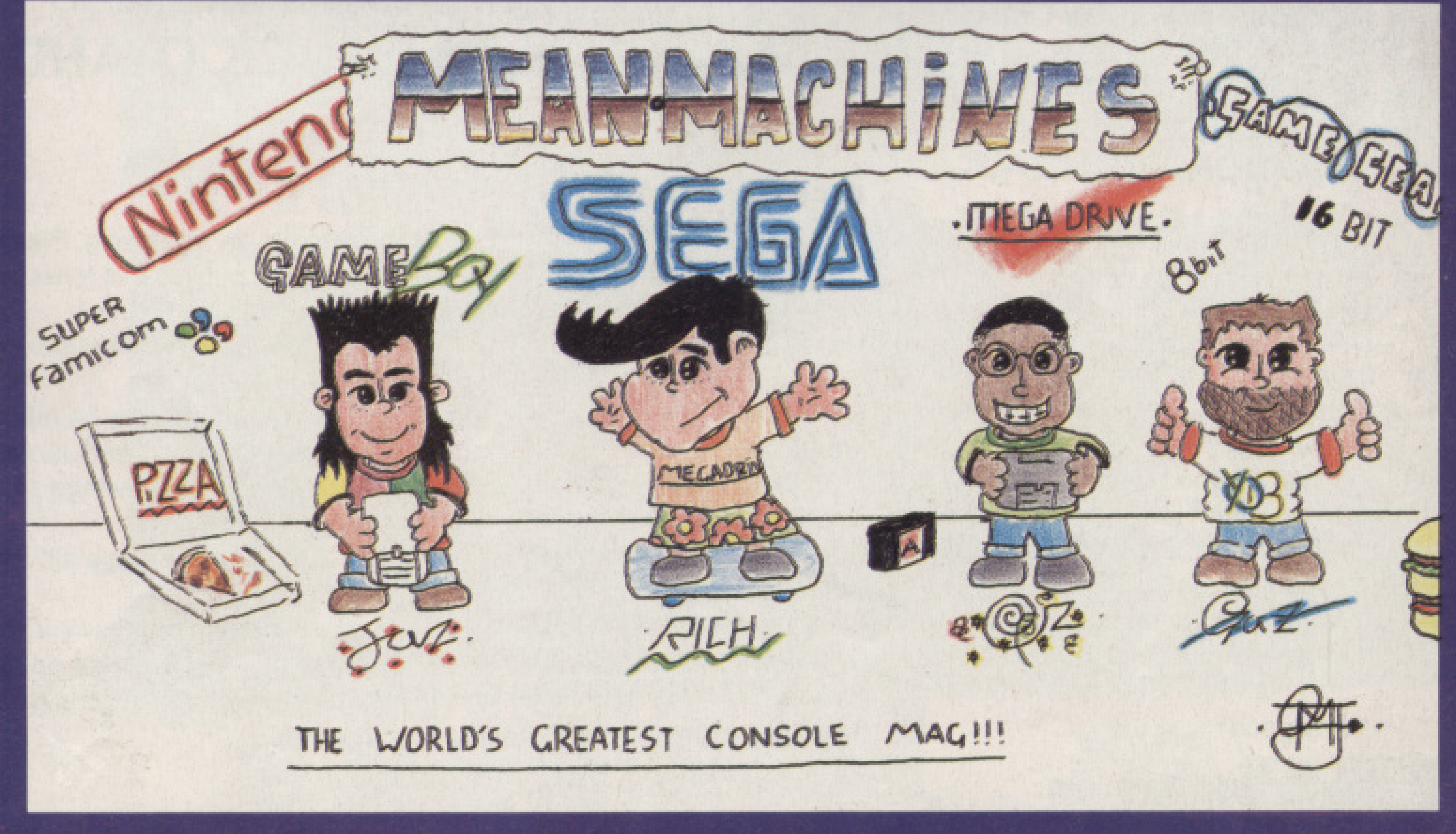
And if you don't I'll go and find that big, brown, hairy bulging letter sack of yours and rip everyone else's letter up except mine, then you have to give me the prize. Got it!
Ben Walker, Luton
YOB: Are you sure you haven't spelled your surname wrong? I'm sure that one of the letters should be an "n".

NOT THE STAR LETTER

Dear YOB,
I am writing to tell you about myself, I used to be bored with life. I had no interests, no hobbies basically I had nothing except a Spectrum ZX+ (which was a little crap) and of course I had a few mags for it, where were so crap that they were not even good enough to wipe my bum on. I had thought of committing suicide. But then, as if by magic, I stumbled across your mag MEAN MACHINES. Now if life or my mum gets me down I read the reviews in your mag and make a long list of the games I want but which I can't afford (hint hint). Your mag is more informative than the Times, more interesting than the Sunday Sport and more colourful than Playboy (of course not implying that I read it). In other words your mag is breathtaking, amazing, cool, hip and all those other crap words.
Nick Pullen, Cheam, Surrey
YOB: And you expect me to send you some free software? On your bike chum, and take the saddle off first so you can enjoy the ride that little bit more.



▲ *YOB gets a new look!*



▼ *Oliver Jeavons sent in this pic of the crew!*



Something's glittering and glistening in the fog. What is it? It's Jazza's in his special answering trousers, making his way to work for a day-long session of opening and answering as many of your questions as possible. If you've got something to ask - and we're sure you have - why not write in? The address is: JAZZA GET TO THE "BOTTOM" OF MY "PILE" OF QUESTIONS OR I'LL DO ONE IN MY PANTS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

TROUSER-RELATED ANTICS

Dear Jaz,
I'm a Nintendo owner and I am quite angry that Nintendo don't have any good beat 'em ups, driving or football games. Do you agree? Well, enough of that, down to some questions.

1. Have Nintendo got any plans to bring Road Rash out?

2. Is WWF Superstar Wrestling any good?

3. Have Nintendo got an adaptor that turns the machine into a 16-bit?

4. What is the best game for the Game Gear?

And finally, your mag is the best!
Rhys Jones, Cardiff

PS: Mae fy nhad yn dod o Aberystwyth!

JAZ: 1. Nope. 2. It's pretty good - wait for the review next month. 3. Has a Skoda got an attachment that turns it into a Ferrari? 4. GG Shinobi.

THIS ONE COULD BE HARD

Dear Jaz,
Could you please answer the following questions?

1. With the more advanced machines coming out, Famicom, Megadrive, etc, is the NES' future secure?

2. Is it possible to enable American NES games to run on the British machine?

3. When will they be out, and what do you think of the following: Star Wars, WWF Wrestling, Terminator II on the NES?

4. What do you think of the following games on the Gameboy? Simpsons, Terminator II, Bill and Ted's Gameboy Adventure and MegaMan?
M Lockley, West Midlands

JAZ: 1. Yes - for the next few years at least! 2. Yes, but you need to get your machine specially converted - check ads for more details. 3. April, November, February. 4. Good, dunno, cack, very good - but be warned, it's very tough.

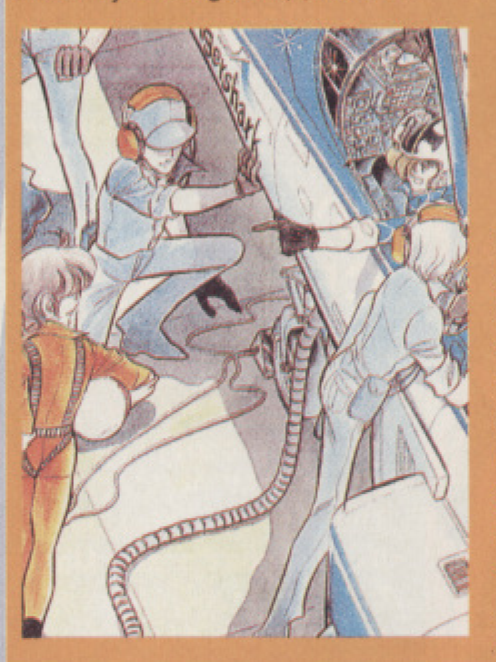
EGGY BREATH

Dear Jaz,
I have just bought a Super Famicom and I would like to ask you some questions that have been on my mind for some time.

1. Which of these games do you think are the best?
Super Ghouls 'n' Ghosts,
UN Squadron,
Sim City,
Caveman Ninja,
Wing Commander.

2. Which games on the Famicom would get your award for sound and graphics?

3. Why do you wear rugger shirts all the time?
Geoffrey Chang, Chippenham





JAZ: I haven't seen Wing Commander yet, but all the other games you mentioned are excellent. Judging by the early copy I saw in the States, Super Ghouls 'n' Ghosts should get the best graphics and sound award - wait for the review next month, and see. Rugger shirts are the tops for work wear: they look good, they're comfortable, completely casual, hard-wearing

SUCK IT AND SEE

Dear Jaz,
Congrats on a fab mag. Please could you publish this letter and answer these questions:

1. Will ESWAT be released on the Gameboy?

2. Will Afterburner be released on the Gameboy... and James Pond? And also Revenge of Shinobi?

3. What percentage did Final Fight get?
James Harrington, Somerset

1. No. 2. No... no. And no. 3. We didn't review it - but it's good, though.

POLISH IT BEHIND THE DOOR

Yo Jules Baby (not that you are one),
I am a not-so proud owner of a Commodore VIC-20 (and also a Gameboy) and I was wonderin' if you could answer a few of my questions.

1. Is the VIC-20 a collectors' item or antique yet?

2. If so, how much could I sell it for? It's got 16 games included!

2. If not, when will it be a collectors' item?

4. If not, how much could I get for it, roughly (don't forget it's got 16 games included)?

5. I have saved up £280 and am deciding whether to get a Super Famicom with two games from importers, a Megadrive with about six games, buy another Gameboy with about 10-11 games (and sell the one I have now) or save up for a cheap Skoda?



and can be washed easily (except my white St Helens shirt which went a bit funny 'cos the water was too hot - doh!). By the way, does anyone out there know where I can get a Hull KR rugby league shirt from (the blue and yellow one)? The first person to supply me with the name of a shop where I can get one will win a game for his/her console.

6. Is it true that if you buy an imported console like a Japanese Megadrive or sumfin' like that, not the official UK version, that you have to blow the cartridges a lot before the game loads properly?
Daniel Rodrigues, London
JAZ: 1/2/3/4. Wait 20-30 years and if it still works, that VIC-20 might become a collector's item. But to be honest, machines like the ZX-81 and BBC will be more valuable, because people will remember them better. At the moment you might get £40.00 for it if you find a mug with brain damage. 5. Don't do any of the above - send it to Jazza's Special (Un-Registered) Jetski Charity Fund c/o the above address. 6. I don't know who or what told you that, but they're sick, sad individuals who should go to the pervert clinic and have their goolies seen to.

HIDE THE SAUSAGE!

Dear Jazza,
In a shop I saw a Lynx. The description said "Lynx Portable Games System, 16-bit generator giving arcade graphics", then I went to a catalogue shop and it said "Lynx fully portable video games system, 32-bit generator giving arcade-perfect graphics".
1. Why does one say 16-bit and the other 32-bit?
2. If it is wrong, could they be prosecuted under the Trades Descriptions Act?
Please print this if it is wrong or else some people will be fooled into buying the Lynx.
Rob Buckley, Derby.
JAZ: 1. Because they're both completely wrong. 2. Maybe - does anyone care enough to try it out?

DINGLE DANGLE DONGLE

Yo Jules! (mega cool dude)
I'm the proud owner of a Super Famicom, please could you answer my following questions.
1. When the Simpsons arrives on the Famicom, do you know if it's tops for graphics, sound and playability? And does it play like the arcade?
2. Have you any information on Mario V?
3. Will Turtles II (the arcade game) come on the Famicom, if so when?
Stuart Dowson, Brackley, Northants
JAZ: 1. It's not the arcade game and since it's not even a quarte finished yet and I haven't got m Special Bleedin' Oracle trouser on, I can't tell you how it plays. 2. No. 3. No.

HASTA LA VISTA, BABY

Dear Jaz,
I own a Sega Game Gear. Will yo please answer my questions?
1. Do Sega have a club like Club Nintendo. If so, how do I join
2. At around what price is the TV tuner?
3. Where can I get a case for my Game Gear?
4. Is there any chance of Soni the Hedgehog being released for the Game Gear this year?
5. What's Outrun like?
Jamie Martin, Somerset
JAZ: 1. No. 2. I dunno - Sega haven't finished making it yet. Check importers, although the selection I've seen so far look like a load of nancy-boys' handbags. 4. Answering in the positive to that question would be very near to the truth. 5. The graphics and sound are alright but it's easier than wetting you pants on a cold day after consuming 16 pints of lager.

BENETTON SMEGGY BABY

Dear cool Jaz,
I am a proud Megadrive and Gameboy owner.
1. Is Streets of Rage better or worse than Final Fight?
2. YOB said in issue 12 that the Mega CD is the Gigadrive. Does this then mean that Sega have dumped the Arcade System?
Mark Warren, Wellingborough
JAZ: Hmmm. A difficult first question. They're both superb beat 'em ups. Final Fight has great graphics, more challenge and its fist action is more satisfying, but Streets of Rage has two-player action, more variety and better music. I'm going to cop out and say they're both as good as each other. The components of the Arcade System are still being developed for something else - I'll let you know when I have more info.











WHERE'S MIKE HUNT?

Dear Jazza,
Please help me, at first I was going to get a Megadrive with two games. Next I was going to get a Gameboy with six games. Then I thought of getting a Game Gear. Please help me make up my mind.
Scot MacPherson, Haydock, Merseyside
JAZ: Given the choice, I'd get the Megadrive.

SHINY, SLAPPY PEOPLE

Dear Jaz,
I desperately need the answers to the following Super Famicom questions.
1. My mate told me that PAL Famicoms are unreliable and overheat. Is this true?
2. Are PAL Famicom's graphics inferior to that of SCART Famicoms'?
3. Will a SCART Famicom work on a television with a SCART socket and if so, will the graphics be of monitor quality?
4. Will the Super NES be available on import soon?
5. When will it be released in the UK?
6. Where you once on a cheap and nasty Channel 4 program called Early Bird, because I thought I saw your friendly face on a video tape at my friend house?
Ryan Bennett, Keighley, West Yorkshire
JAZ: 1. Yep. 2. Ye-e-p. 3. Yeeeeee-ep. 4. Yee-eeeeeeeep. 5. September 1992. 6. Yep.

POP IT ON THE TABLE

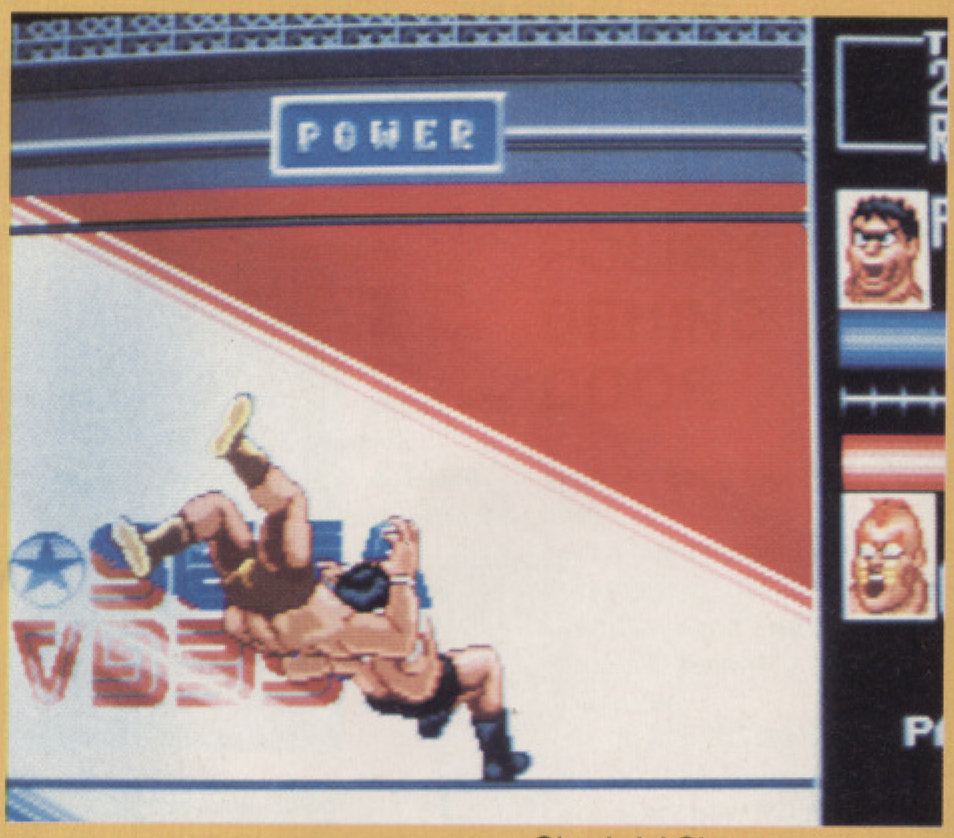
Dear Jazza "I've got a lovely pair isty bitsy teeny weeny yellow polka dot bikini trousers" Rignall,
I will soon be the proud owner of a Megadrive and I have a few questions:
1. When will you be reviewing Street Smart for the Megadrive?
2. I recently played an arcade game called Rad Mobile, manufactured by Sega. Will it be released on the Megadrive?
3. I have also played a game called Laser Ghost. Will that be released?
4. Have you issued any cheats for Mickey Mouse on the Megadrive and if you have, in what issues?
If you print this letter, I'll really appreciate it. And I'll crap myself repeatedly!
Chris Tomkins, Basingstoke
JAZ: 1. No, it's so crap we didn't think it was even worth reviewing. 2. Possibly - but it's a very difficult machine to convert. 3. Yes. 4. No, only hints, and they're far too long to fit here. Anyway, now I've printed your letter, you'd better get crapping, skiddy-knicks.

BUST YOUR MONKEY ASS

Dear Jaz,
A few answers to these meagre questions is all I ask.
1. Which of these beat 'em ups would you consider the best: Final Fight, Pitfighter, Vigilante or Streetfighter II?
2. Which would you say is the best out of Mickey Mouse on the Megadrive or Super Mario World on the Famicom, because both got the same overall percentage of 96% in CVG?
William Sutton, South Croydon
JAZ: 1. In the arcades, Streetfighter II is tops in my book by a long chalk. 2. Super Mario World is tons better.

JELLY HEAD STRIKES BACK

Dear Jaz,
I am a very proud owner of a brilliant Game Gear and so was very pleased to read in a recent CVG that Super Kick Off will be coming out on the machine. But in a reply to a letter from Paul Baker in the August edition of MEAN MACHINES, you stated that no decent soccer games have been announced for the Game Gear. Please could you clarify this point as I am desperate to get this amazing soccer game.
The Phantom HIG IV, London
JAZ: The August edition of the mag came out before the Game Gear version of Super Kick Off was announced. So sit back, calm down and wait for the game to appear - we'll tell you where, when and how much as soon as we know.



SWIVELLING SALIVA ATTACHMENT

Dear Jaz,
I own a Sega Megadrive and was thinking of getting some new carts. What do you think of these?
Bonanza Brothers,
Wrestle Wars,
Road Rash,
Super Thunderblade,
Ghouls 'n' Ghosts,
Spider-Man,
NHL Ice Hockey.
Enzo Maffioli, Burley, Hants
JAZ: In order: a good conversion but too easy; great wrestling action, but a bit simple; best Sega race game yet - and one of the finest on any system; pile of old cack that should be avoided; skill arcade conversion with mega music; excellent platform game; a fine simulation of the sport that's a must. Okay?

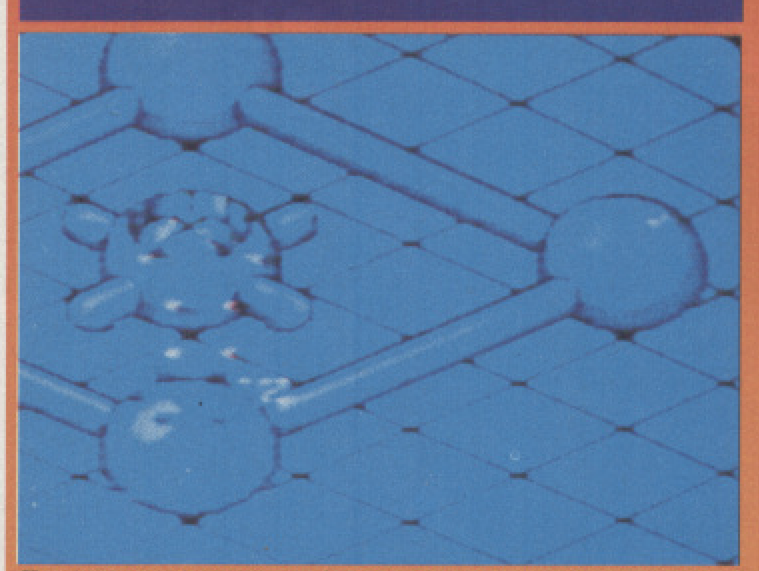
"what is it now?"

TO BE THIS GOOD TAKES AGES



GAME GEAR
outrun
(action)
£24.99
world cup leader board
(sport)
£24.99
MEGA DRIVE
shining in the darkness
Should you need lodgings, just ring the bell on the counter.
(roleplaying)
£49.99
streets of rage
(action)
£34.99
"best beat 'em up game on the mega drive ever" mean machines
MASTER SYSTEM II
running battle
(action)
£29.99
bonanza brothers
(arcade/action)
£29.99
now it's more hot new games from
also rush released in october for the
MEGA DRIVE:
phantasy star III (role playing) £49.99
MASTER SYSTEM II:
alien storm (arcade/shooting) £29.99
dragon crystal (role playing) £29.99
SEGA
TO BE THIS GOOD TAKES SEGA

CAPTAIN SKYHAWK



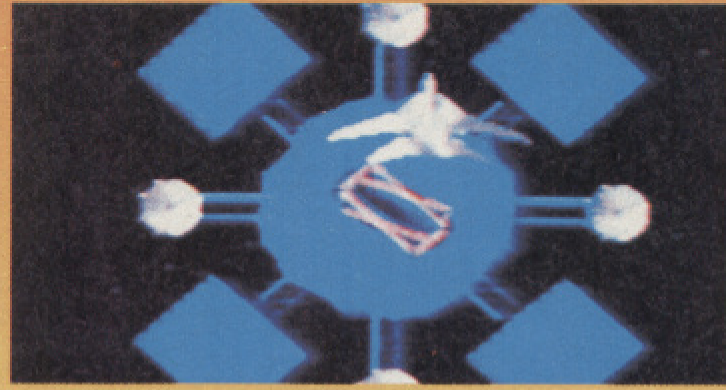
To destroy the enemy base you have to shoot the four pods on the outside (using the cannon) and then when they are destroyed, concentrate your fire on the centre pod. Use the hawk bombs to do this (press button B and hold and release) shoot 3 times and then the whole base should be exterminated.

WEAPONS AND THEIR USES



Get the Hawk Bombs, and use them to bomb the base. The Maverick missile and the cannons are also very good. The Aim 54 Phoenix missile is best for air-to-air combat.

DOCKING THE AIRCRAFT



Use the control pad to make the plane go up and down. Do not go left or right as this puts you off course. Use the buttons very gently and lightly to get Captain Skyhawk in to the exact centre of the docking bay. Press the B button when the docking bay is horizontal with the plane's wings.

AIR-TO-AIR COMBAT



This part of the mission is the same throughout all of the missions except the last mision. But they all won't be as easy as this one. Use the square box in front of the plane to aim. The cannon is best for this job (although Aim 54 Phoenix missile are very good at locking on) so press button A. The cannon has an unlimited supply of firepower so it doesn't run out.

Try to shoot as many planes as you can down as these turn into credits at the end of the mission.

Yo! Welcome to the MEAN MACHINES Tips Section. These pages are packed to the max with all manner of hints and tips for your machine. This month's specials include a complete map to Nintendo Solstice and a detailed breakdown of Streets of Rage! Not bad eh? Read on, and remember, there's £150 worth of software for the best tips of the month, which this month goes to Phil Mann from Tufnell Park for his Streets of Rage tips!

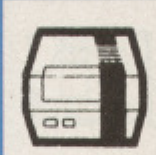
BURAI FIGHTER

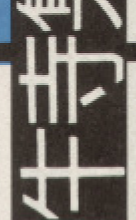
Having trouble getting past the stages? Well, here are all of the codes courtesy of Steven Watson from Bromley.

STAGE 2: BQLL
STAGE 3: CQMP
STAGE 4: DTLL
STAGE 5: RDRW
STAGE 6: FQCR
STAGE 7: GQMR









WEAPONS MENU

AIM54 PHOENIX MISSILE: Two credits
The limit is four missiles
CANNON: Ten credits
The cannon can be upgraded five times.
HAWK BOMBS: Two credits
The limit is six bombs.

DROPPING OFF SUPPLIES

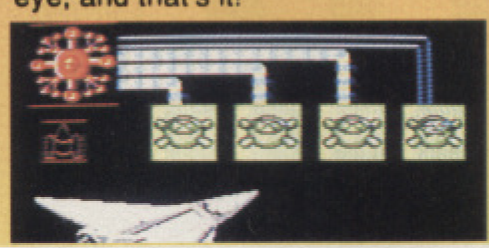
Search for two large crosses on these levels and when found, press button B to drop supplies into the hole. To make it easier watch your shadow as this will give you your exact position. Try to drop the supplies first time as every time you miss and pass over the hole your fuel lowers.

PICKING UP SCIENTISTS

In mission four, the scientist you rescue has the detonation component for the secret weapon. The other scientist in mission eight has the firing mechanism needed for the secret weapon. When the scientist comes aboard, you may notice that he looks remarkably similar to a black bomb.

THE ALIEN SPACE STATION

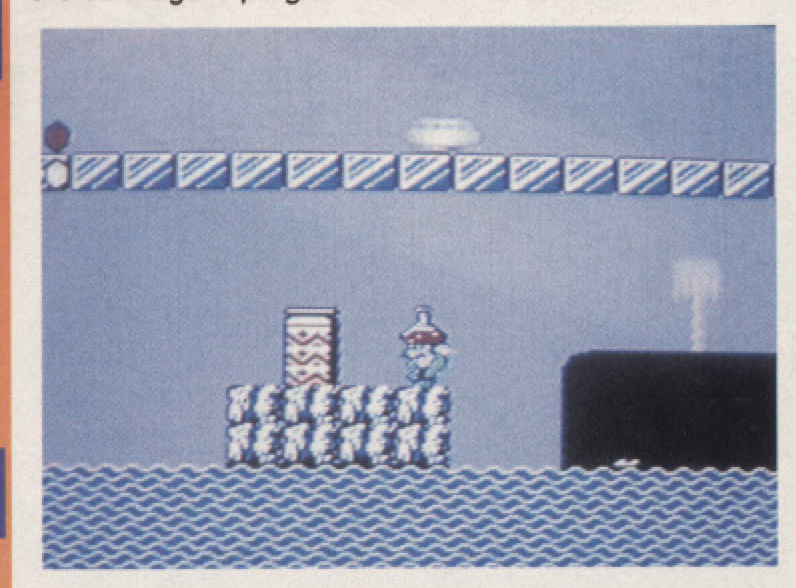
As soon as you approach the alien space startion start firing your secret weapon by pressing button A. To blow up the space station you must first blow up all 20 of the outer pods and then the centre eye, and that's it!



SUPER MARIO BROS

Here is a way to receive 100 1-ups thanks to K Scott from Dorchester.

The third realm holds a big secret. At the end of the first level you'll reach another pyramid wall, with a Koopa marching down at you. CAREFULLY leap on to the left side of its shell. This will pin the monster and each time you pounce on him you'll be rewarded with a 1-up. But beware, if you collect more than 100 lives, the cartridge is programmed to kill them all.



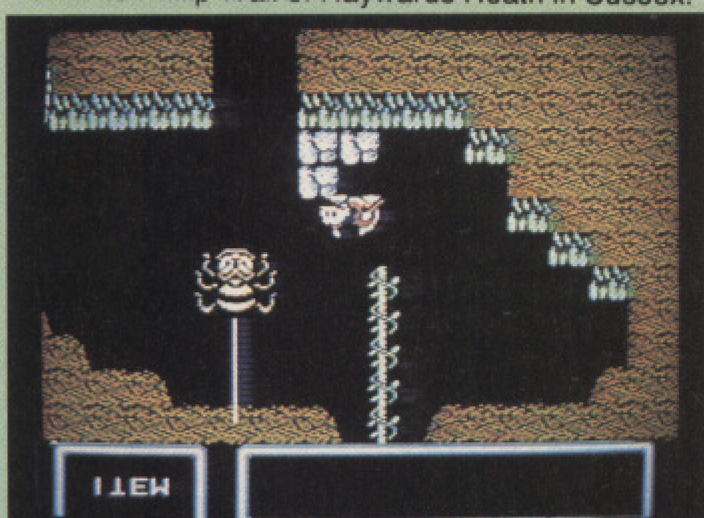


FAXANADU

Go to the king and get your 1500 golds as usual. Now spend them on all the stuff you can buy but make sure you spend all the golds or the cheat won't work. Then go to the person who says "I want you to see the king right away". Go to the king again and get another 1500 gold off him. That will help you buy something in the next town. Thanks to Paul Fitzpatrick from Liverpool.

DUCK TALES

When you get a lift back with Launchpad, if the second number in your score is a seven, you wil drop down onto some clouds and Giro will come and start throwing diamonds at you. Try to do this on each level and you will become a multi-millionaire. Not bad eh? Thanks to Philip Wall of Haywards Heath in Sussex.







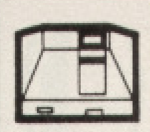
SOLAR JETMAN

Try the following code to get to planet 14 - the hidden world, thanks to Raymond Doran from County Armagh! You will have 15 ships, shields and over 700,000 in your account:

ZHHZQQQQNNNN





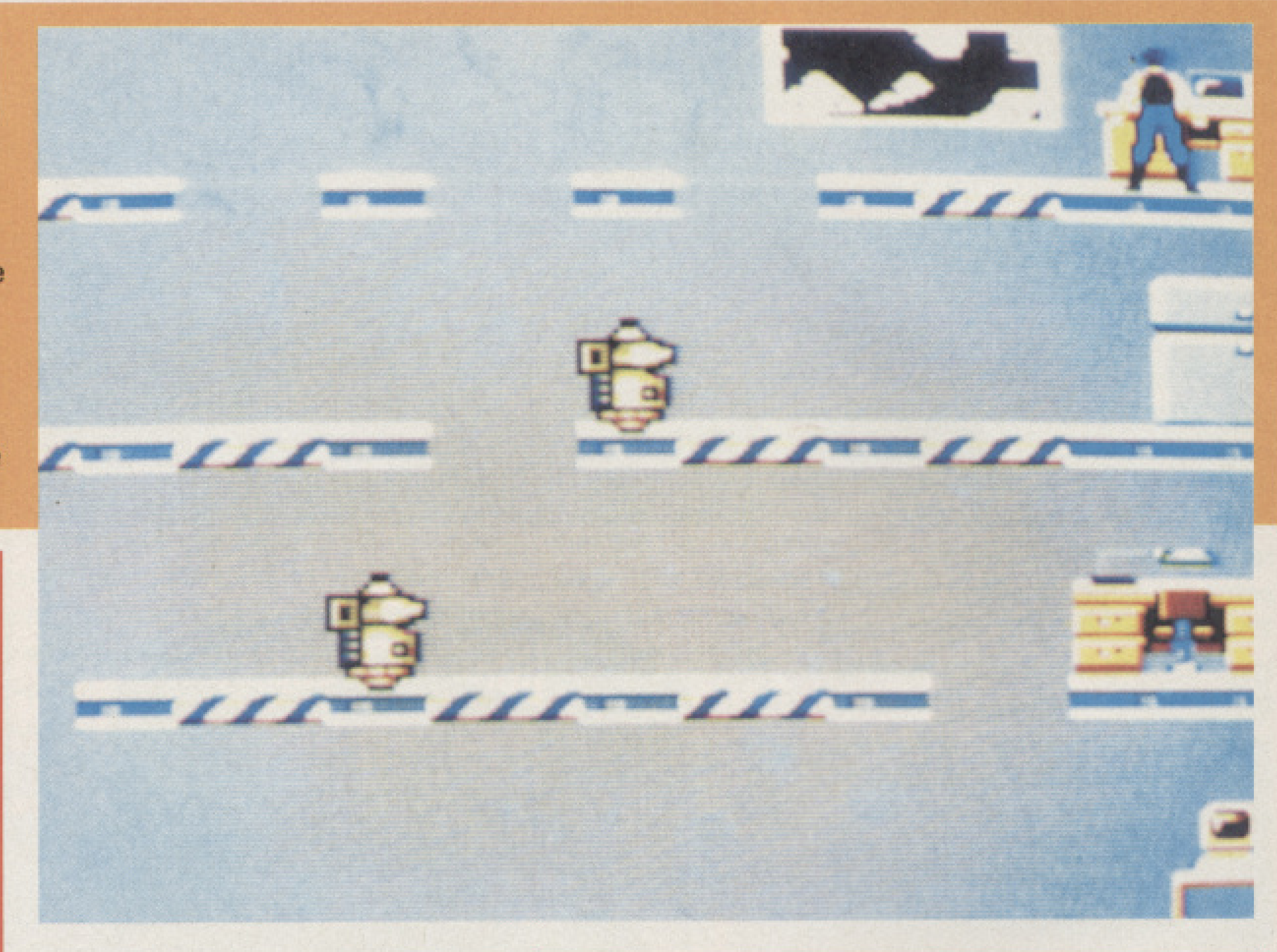



IMPOSSIBLE MISSION

Paul Coombs from Totton in Hants sent in this invaluable set of tips for this classic Sega Master System game, almost certainly the best platform game for the ageing console! So, if you can't get further into the game, try out some of Paul's tips - they could get you further into the game!

THE ROBOTS

The Robots give 4125 a big problem. Here's how you get around them. As you go along draw a map of the bunker marking of the rooms, if a robot in the room gives you problems don't mark it off and later on in the game you can come back with a robot snooze. Also mark off the music game rooms and the control room with a different symbol. Now you can find them when you have found the password and get more snoozes. This may seem a long way to do it but it does not take much longer than one hit from a robot.

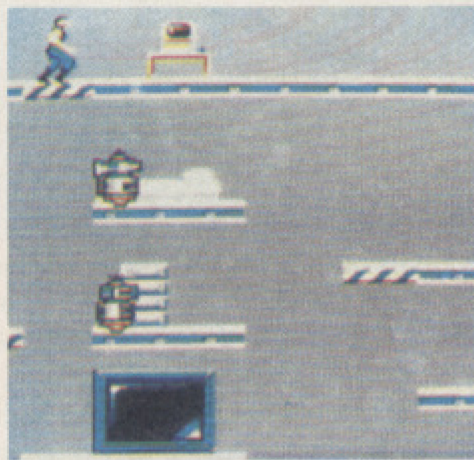


THE PUZZLE

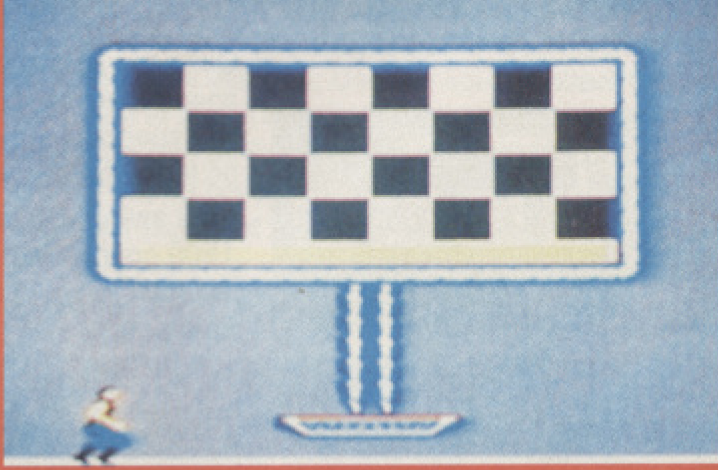




Go through all the rooms searching all the rooms to the left or right of the lift shaft. Repeat this until you have searched all the rooms. After every three or four puzzle pieces collected see if they fit. Do what you can with these pieces and then move on. Repeat this process after you have found three or four more pieces of the puzzle.



THE MUSIC GAME



The music game is very helpful. When you have played the game a few times you can go back to the rooms you have failed to finish searching and use you snoozes you have won. You can spend a long time in there because a robot hit takes off ten minutes so you stay in there ten or twenty minutes safely.

LIFT RESETS

These can be very handy if you're stuck and you can reach a computer terminal. You can play the music game to win these too. These are more common to find than robot snoozes but you do not need them as much as the robot snoozes so they are never in short supply.



GENERAL TIPS

1. Always keep track of time.
2. Use your lift resets and robot snoozes wisely.
3. Keep track of puzzle pieces.
4. Think logically.

CALIFORNIA GAMES
Can you ride it out?





STREETS OF RAGE

It's the Megadrive beat 'em up of a lifetime! It's the game everyone's talking about. It's the game where more monkey asses get dusted than in any other! It's Streets of Rage - or Bare Knuckle, as it's known in Japan. And now, thanks to Phil Mann of Tufnell Park, here's the ultimate player's guide. Enjoy!

MR BOOMERANG



This boomerang thrower is history if you just use grab attacks. Kick him in the head twice and throw him. It's a painful attack, and Mr Boomerang can only take about four or so attacks. Ha!

RAZORGLOVES



A fairly simple foe to beat if you remember NEVER to use flying kicks. This provokes this enemy to suddenly blur and lash out at you, leading to instant death in the majority of cases. Instead, use grab attacks, and remember to call in the SWAT guys to finish him off.



THE BARBARIAN



Rushing on-screen and lashing out with a powerful fist attack, the barbarian is bad news. Or is he? In fact, the barbarian has the intellectual capacity of a Danii Minogue fan. Simply by using back attacks (pressing buttons B and C together) all the time, the barbarian is dead meat. In order to make the process a tad more varied, a grab attack after a back attack is quite entertaining.



A HOLE IN THE GROUND....

Look out for holes in the ground. It's fatal to you if you get thrown in, but more importantly, it's deadly to the enemy as well! So, just wait for them to pile on, grab them, and throw them hole-wards. Your problems are instantly solved.









TWO-PLAYER LAFFS

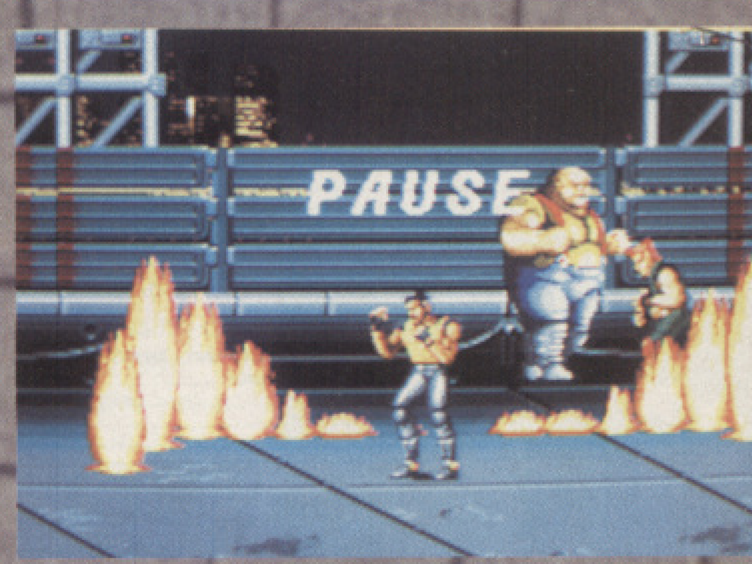
Teaming up to produce the two-player mega-move is one of the most stylish things you can do in Streets of Rage. However, the person who isn't flying through the air should stay still, because the chances are that if he moves, he'll get mown down by the mega-attack of the other player. Doh!

CHOOSE YOUR WEAPON

The only weapon really worth the bother is the knife, and that's only really because it looks neat to throw it across the screen, especially if it hits your pal in two-player mode! Seriously though, when you meet the guys who juggle axes and firebrands, pick up a knife, baseball bat or pipe and swipe them with it. Normal punches take ages to register, but a weapon damages them immediately AND disarms them into the bargain. Not bad, eh?



THE FIRE-BREATHER



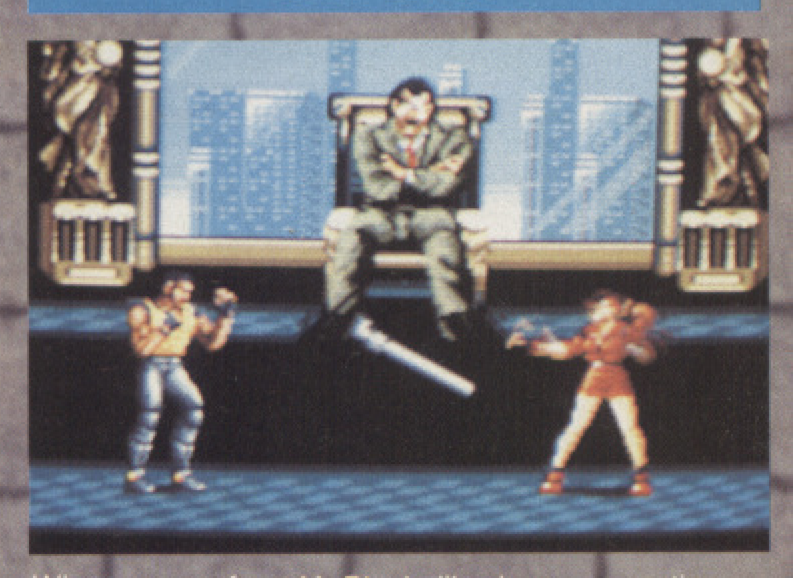
This fat, rotund blubber boy is a difficult foe. He'll rush you, using his fire to deck you and a pretty good job he does too. Position yourself so he'll rush by you and use a back attack to bring him down. Now, as he rises, grab him. If you grab him from behind, don't throw him - such is his weight, he'll flatten you! If you

BLAZE'S SISTERS



Blaze Fielding may be one of the goodies, but her identical sisters are dedicated to the arts of evil. They're also two of the deadliest foes in the game. Indeed, the only foolproof way to attack them successfully is to use back attacks on them, but even this is difficult when they're using flying kicks. Time to call in the SWAT guys...

MR BIG



When you confront Mr Big, he'll ask you a question. The problem is, the text is in Japanese (if you're running the game on a Jap Megadrive), but suffice to say, when it comes to selecting an answer, choose the bottom one, or else Mr Big will warp you back to level six! Mr Big himself is a complete weed, who only causes problems when he whips out his Uzi and sprays the screen with bullets. Stay at the top of the screen to avoid being hit. Now just use flying kicks and grab attacks, and Mr Big is easily defeated.

TAKING THE LIFT

Level seven is staged on a lift rising up the side of Mr Big's skyscraping headquarters. The level can be completed much quicker simply by using throws to chuck your assailants off the side of the lift! When the screen's crowded with enemies, it's possible to throw your foes off the side in time to the ker-azy beat of the in-game tune - now that's style!



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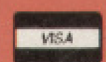
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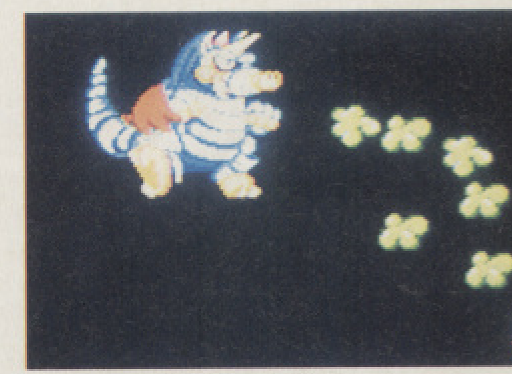
WONDERBOY IN MONSTERLAND

Neil Hanson (master games player indeed!) sent in these valuable tips for all those stuck on this Master System adventure. Cheers!

If you are having trouble finding the dragon in his massive castle, your troubles are over - this is how to find him. At the start keep going right until there is a choice to go up or down - go down. Then keep going right to the first drop. Drop down and take the right drop. Then go left until the next drop and drop down there, and take the first platform on your right. Do the same again, then continue right until you see a brick moving up and down, jump on it then jump again to the right then keep jumping onto alternate bricks, but be careful because the bricks start to fall when you jump on them. Go right to the top then go left until you can choose up or down. Choose down then carry on left then you find yourself near a drop. Drop down there and take the second on the right then go right then drop down straight to the bottom. Go right and keep going right until the first drop you see. Drop straight down to the bottom, go left and carry on going left and at the end you will see a red snake, kill it and carry on left and you should be in a futuristic type of place, carry on left, knock on the door and beat the dragon in!

The Heos Emblem will help you beat the dragon. Here is how to obtain it. First, on level two in the cave when it says "someone be beyond the wall" land on that platform and knock. This lady will tell you to give the scroll to Catherine. Catherine lives in the coastal town of Baraboro, and is to be found around the drinks store. She will give you a flute. To use the flute you must go to the Echo Tower in the southern island (which is on level seven). Play the flute by pressing up then carry on right. You will come to a palace. Go inside and you will find an old man who will give you a charm to give to the catfish. The catfish lives in the level 11 seabed store, knock on there once and you will get a normal shop but knock on there twice and the catfish will give you the emblem. Then there is nothing stopping you from giving the dragon a good spanking.





ESWAT

Simon Lambe from Warley in the West Midlands sent in this brill guide for the Master System version of ESWAT.

WEAPONS

BULLET: Bullets are good for normal enemies but end-of-level guardians need loads of hits to die.
HEAT CHARGE: The best weapons by far, excellent on all enemies but performs best on the guardians.
SPRAY SHOT: Don't bother with this!
LASER: Effective on the enemy sprites and fairly good on guardians.

GUARDIANS LEVEL ONE

This is the rolling man. Stand up when he fires, fire and duck quickly. When he rolls, jump over him. Repeat this until he is dead.

When you meet up with Nasty Nick, if he's is about to throw something at you, jump up and shoot him in the head.

LEVEL TWO

This is the fire-man. Just keep shooting! Try to use your flamer, if you can't shoot him, just dodge the missiles. Watch out because he changes direction when shot.

LEVEL THREE

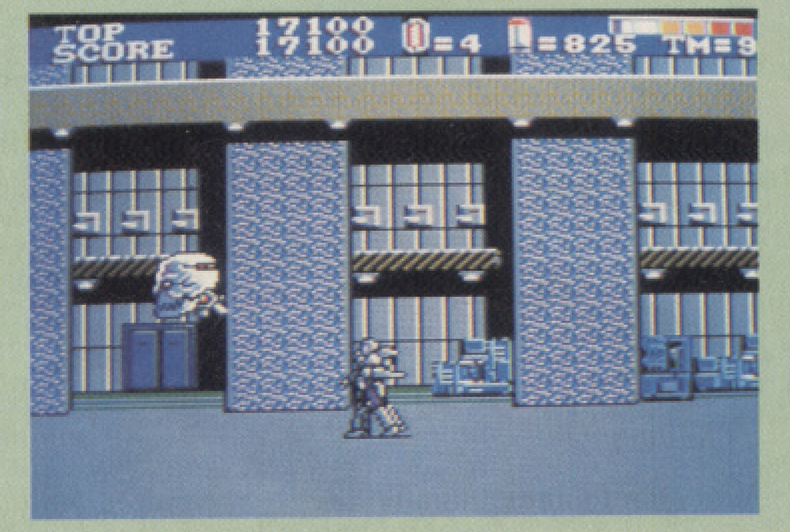
Use the flamer on this robot-like entity. If not, shoot off his guns and green orbs in order to kill it.

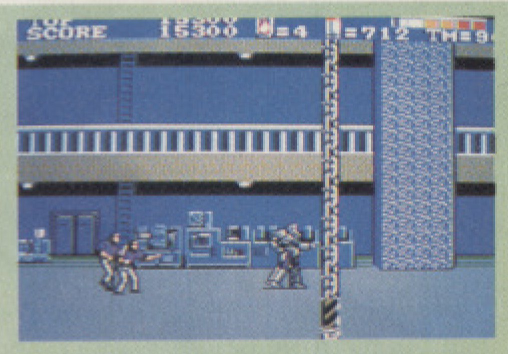
LEVEL FOUR

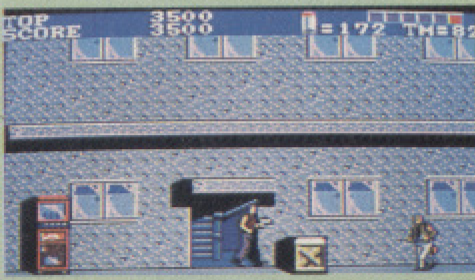
Just shoot like hell at this gladiator! Jump over him and watch out when he swings at you, but otherwise, this shouldn't cause much of a problem.

LEVEL FIVE

Shoot at the Chameleon Twins but don't use your special weapons. When they're green, watch out as they attack, and when they flash it means a missile is about to launch, so watch it then, too!





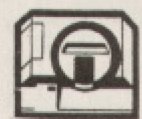


FINAL GUARDIANS

Just shoot the reactor's guns and let it have it. This destroys the reactor and causes the appearance of the Doctor. When he arrives shoot all of the orbs and use two special weapons. When the Doctor comes down, use a special weapon on him to destroy his force field. Now shoot him and avoid his ninja stars. Now just sit back and watch the end-of-game sequence.



MEGADRIVE



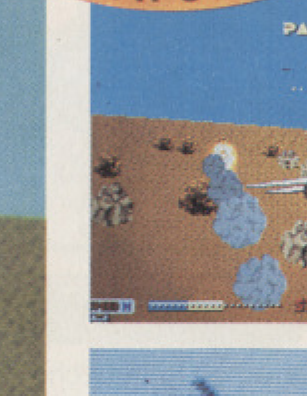
TIPS



When you're reloading weapons, press the following buttons to gain a maximum load of 100 missiles. This tip, along with the Arnold Palmer's one, was sent by someone whose name I've lost. Sorry!

STAGE 3: LEFT and B
STAGE 5: RIGHT and B
STAGE 9: B
STAGE 11: RIGHT and B
STAGE 13: LEFT and B
STAGE 16: RIGHT and B
STAGE 19: B
STAGE 21: RIGHT and B









VERYTEX

Benny Choi from somewhere in the depths of Middlesex has revealed these cunning cheats for this pretty tedious shoot 'em up.

EXTRA LIVES: At any stage of the game, pause and hold down A, B, and C, and then still holding down the buttons, unpause. Repeat this until you have all the lives you desire!

EXTRA SHIELDS: At any stage of the game, pause, push RIGHT, and still pushing RIGHT, unpause. Keep doing this until you think you've got the right amount of shields.

POWERBALL

Here's a natty little tip for Powerball on the Megadrive (this should also work on the Jap version, named Wrestle Ball). On the team select screen press down buttons **B, B, C, B, B, C** in sequence and then push down to reveal the top four teams to play with. Ian Ralph from Linlithgow sent that in.

TWIN COBRA

Tips courtesy of Snardy Cadette. According to him, you can view the end of the game without actually playing it by pressing **UP, DOWN, RIGHT, LEFT, A, B, C** and then **START** on the title screen. Also, if you fancy playing the game with 14 continues, press **START** and then keep pressing button A until you have 14 credits.

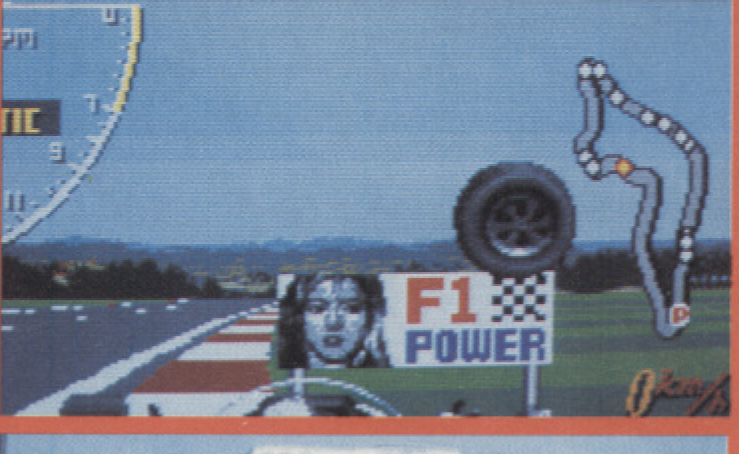
GYNOUG

I was going to print this a couple o' months ago, but I lost the bit of paper with the tip on it! Doh! Still, thanks to Miss Rita Guinness that tip can be yours. If you want infinite credits, hold down A and C together with LEFT when the GAME OVER screen appears. An extra credit will be yours, and you can do this as manytimes as you want and never be without credits! Nick Millinchip from Kidderminster sent in this tip to get up a level select. Just move the arrow to the CONTROLS section and press button A down for approximately 15 seconds. The appropriate menu will then appear.



SUPER MONACO GP

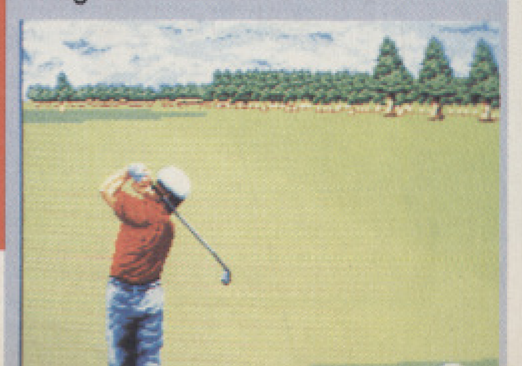
Here's an interesting code to get to the last round in Super Monaco GP with 126 points and the best car, Firenze (it turns out that Madonna's car isn't really that hot). Glenn Wallace from Neasden sent this in. Check it out.





ARNOLD PALMER'S GOLF

To access a secret level, enter lower case "f"s along the top row of the password screen then "9"s along the bottom row. You will now find yourself in a new tournament with an ageing caddy who natters on about anything you could imagine!



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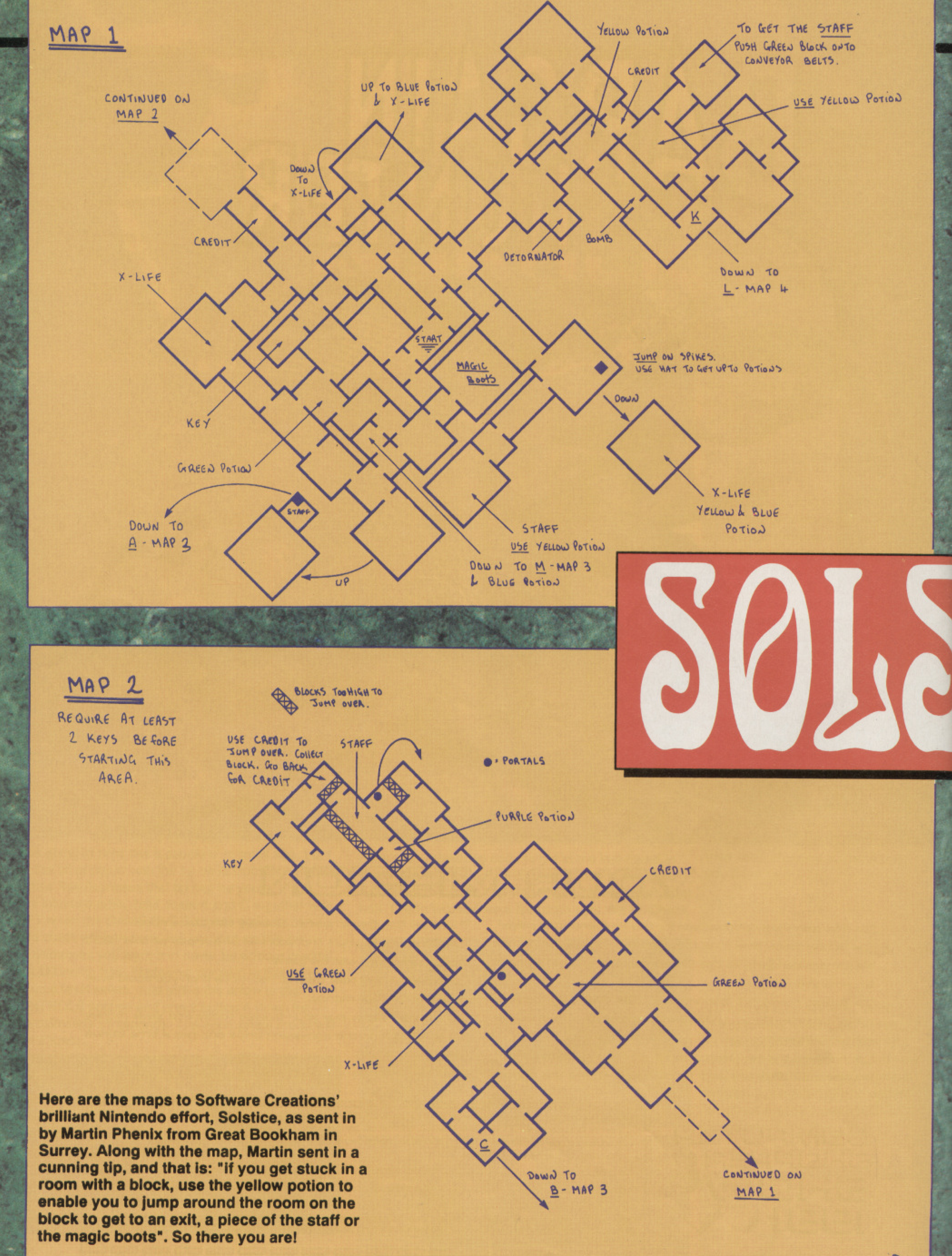
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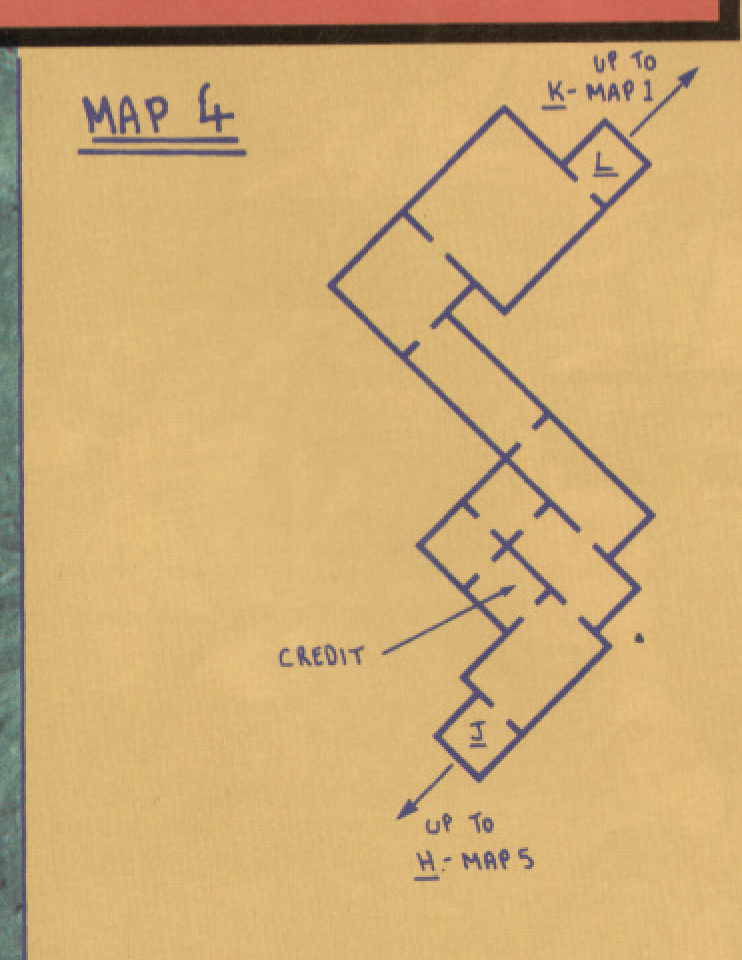
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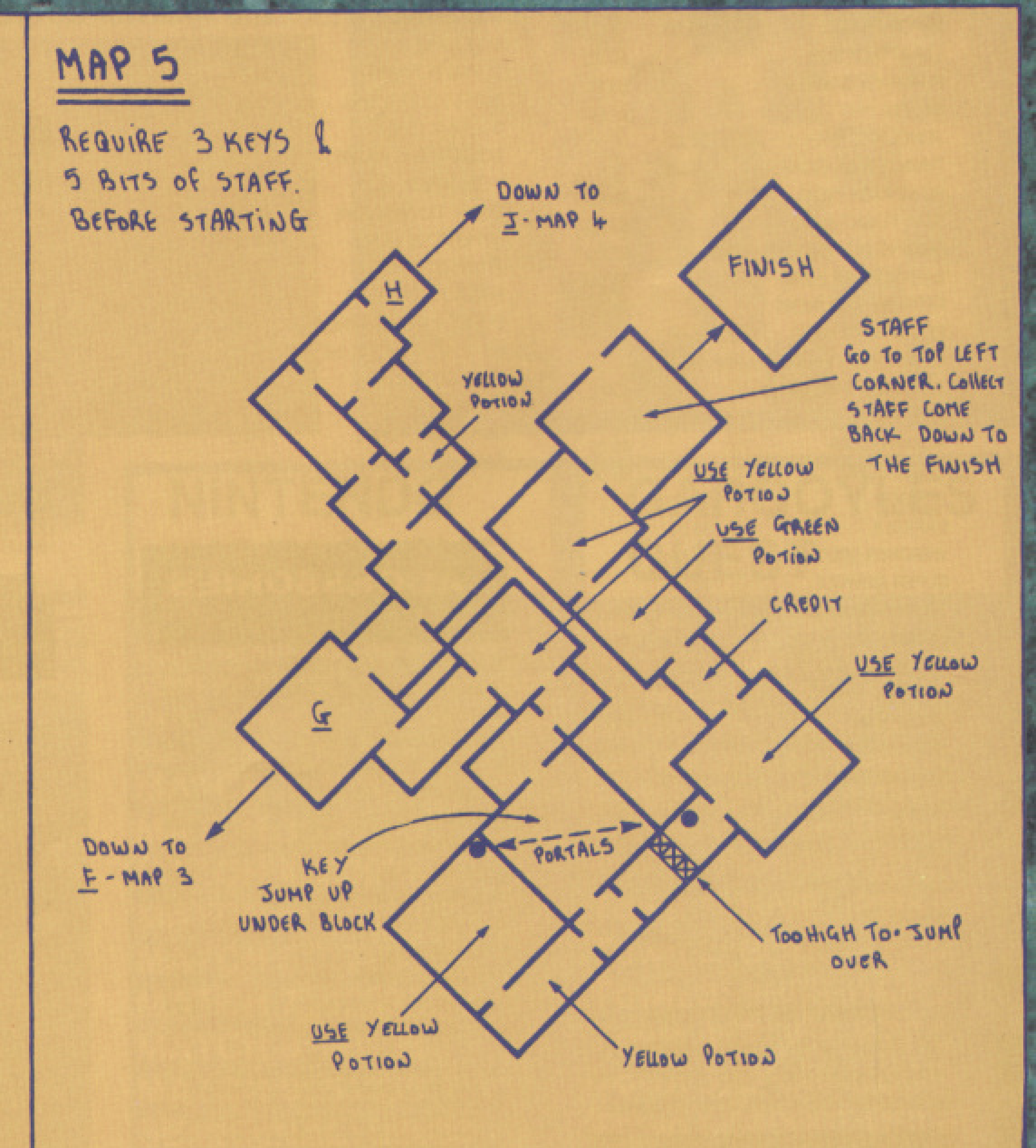


Here are the maps to Software Creations' brilliant Nintendo effort, Solstice, as sent in by Martin Phenix from Great Bookham in Surrey. Along with the map, Martin sent in a cunning tip, and that is: "if you get stuck in a room with a block, use the yellow potion to enable you to jump around the room on the block to get to an exit, a piece of the staff or the magic boots". So there you are!

UP TO C - MAP 2
B
USE GREEN POTION
● = PORTALS
KEY
M
A
BLUE POTION
UP TO
4 X-LIFES & YELLOW POTION
BOMB
DOWN TO D - MAP 3
X-LIFE
CREDIT
E
D
UP TO G - MAP 5
USE BLUE POTION
PURPLE POTION
F
STAFF
DOWN TO BLUE POTION
UP TO E - MAP 3
DETORNATOR
DOWN TO
27-8-91 M. Rui

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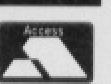
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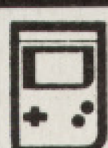
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Here's some sound advice for Robocop on the Gameboy courtesy of Alistair Coakes from Epsom, starting from level two.

On level two, pause right at the beginning then aim for ED209's right elbow. Shoot about five times fast, then pause re-aim and shoot again. Do it all again and again until he finally dies. If you're good you should be able to do it in under seven seconds.

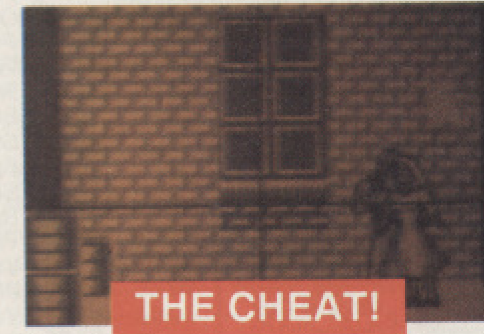
Level three is quite easy so you can either complete, and you need serious mental aid if you're unable to complete this stage unaided.

Levels four and five shouldn't pose any problems if you've managed to get this far on your own.

Then on level six against ED209 you should have enough energy to kill him. The best method is to walk towards Dick Jones as quickly as you can, then run back towards the lift again after Directive 4 has had its dramatic effect, and ED209 will follow you. When he is about an inch from you on the screen run into him and press buttons A and B together to punch him in the head. Don't bother trying to dodge his bullets but keep on punching his head. After three short retreats, ED209's head will explode and you will not have to escape from OCP.

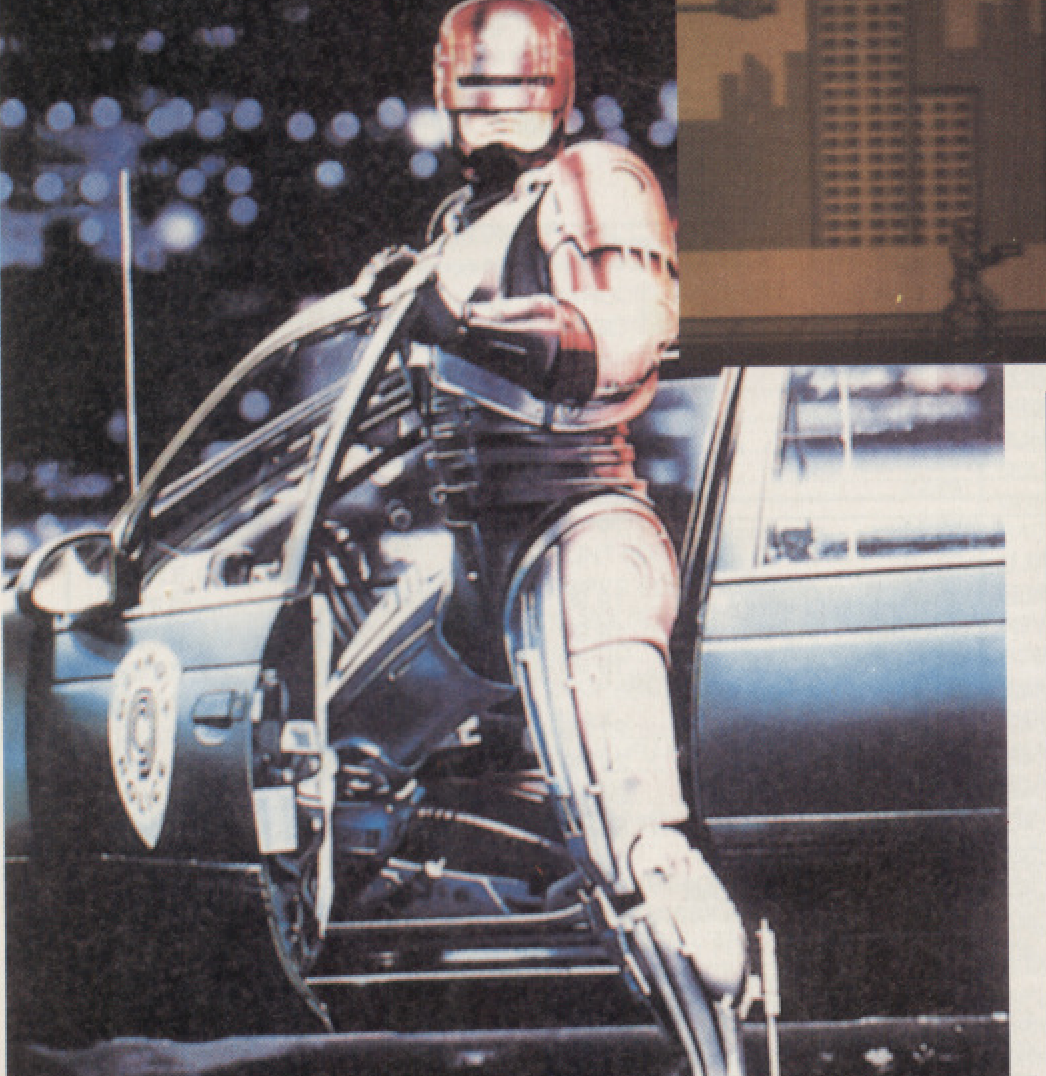
By now you should be on level eight. Here you can pick up a lot of energy so shoot those targets as fast as you can for a high score and loads of energy.





THE CHEAT!

If you're having problems on levels 1, 3, 5, and 7, check out this cheat. First of all, find some baby food in a jar. Let yourself be shot, but watch the power bar, and when it reaches rock bottom and Robo's crouching over to die, jump onto the baby food. You should be teleported to the next level!



CHESSMASTER

Brian Best from North Shields sent in these codes to make Chessmaster a tad easier. Just enter them on the password screen.

This gives the black player two kings instead of one:

Trf09J60S=4dT-N
k%+%p$WzVy2

This gives the white player queens instead of pawns, and leaves the black player with just a king left!

00100000vbmpppp
WzVy

This gives the black player no king, so he can't lose!

vH00000>NhJ-S
kTkTk%+%+%WzVy2

This gives both players no kings, so nobody wins!

YB00000dJ4FIT
QS+qWzvy%2



NINTENDO WORLD CUP

Someone whose name I can't quite discern has sent in these codes for the Gameboy version of Nintendo World Cup. Check this out!

MATCH 2: 22433
MATCH 3: 03333
MATCH 4: 53033
MATCH 5: 36333
MATCH 6: 17233
MATCH 7: 42933
MATCH 8: 56133
MATCH 9: 51333
SEMI-FINAL: 08633
FINAL: 01633

GARGOYLES QUEST

Here are all the codes for Gargoyles Quest on the Gameboy for every town. You might have seen these before, but these tips have the added advantage of giving your gargoyle a massive nine lives each level! Thanks to Andy Craig from Birchwood.

Town 1: BIVF-JPD8
Town 2: 8QRC-KE4M
Town 3: 9H6S-RATQ
Town 4: TOHT-KZEQ
Town 5: SXX5-UBCS
Town 6: WXXD-UBGR

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SEGA GAMEGEAR

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GAMEGEAR	89.99
COLUMNS	16.99
* DONALD DUCK	19.99
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SPECIAL FEATURE

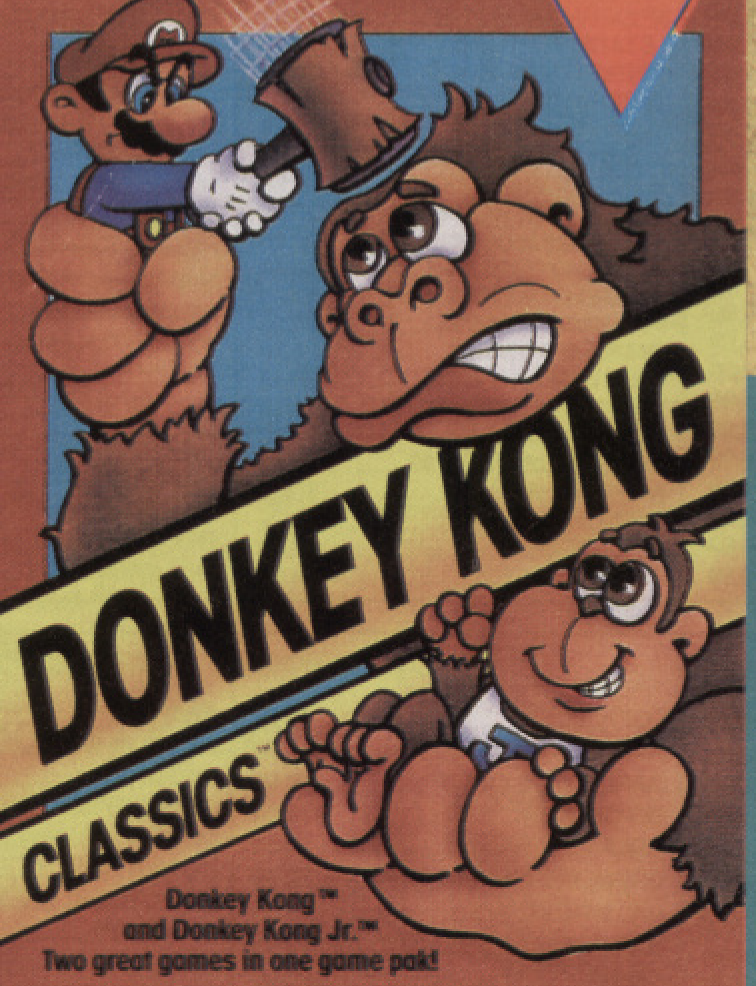
THE HISTORY OF MARIO

Mario is by far the most popular videogame character in the World. Having appeared in a whole range of superb games, he's achieved superstar status! But where does he come from? Well, his origins have become shrouded in mystery...

But one story says that Mario is actually based on a real-life character - a short, fat Italian plumber who was the landlord of one of the Nintendo games designers when he was staying in New York! Whether or not this is true is another thing - the designer of all the original Mario games, Shigeru Miyamoto won't confirm or deny the rumour!

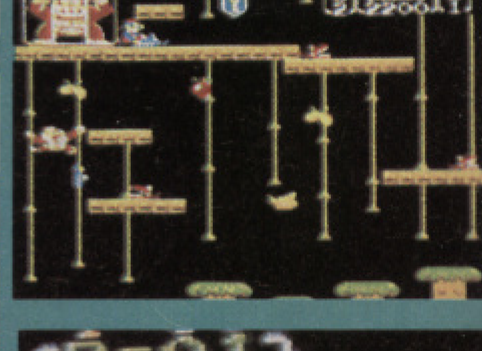
Since his first videogame appearance in the 1980 arcade hit Donkey Kong, Mario has gone from strength to strength, starring in a string of coin-ops and going on to appear in his own series of Nintendo carts alongside his brother Luigi, as well as making guest appearances in a variety of other games!

In fact, he's become so popular that there are now Mario TV cartoons, an entire Mario TV show and, coming soon, a Mario movie written by Barry Morrow (who scripted Rain Man) and starring Danny Devito as the man himself! Where will it end?



DONKEY KONG: THE BEGINNING

Mario's videogame debut was way back in 1980 in a strange-sounding coin-op called Donkey Kong. In it the intrepid hero in red dungarees has to rescue a girl who has been kidnapped and whisked to the top of an unfinished skyscraper by a giant King Kong-sized gorilla. There are four screens of platform action, and the idea is to clamber up to the top of each screen within the time limit by avoiding the many hazards! Although it's a simple game by today's standards, twelve years ago it took the arcade world by storm!





MARIO TURNS BAD

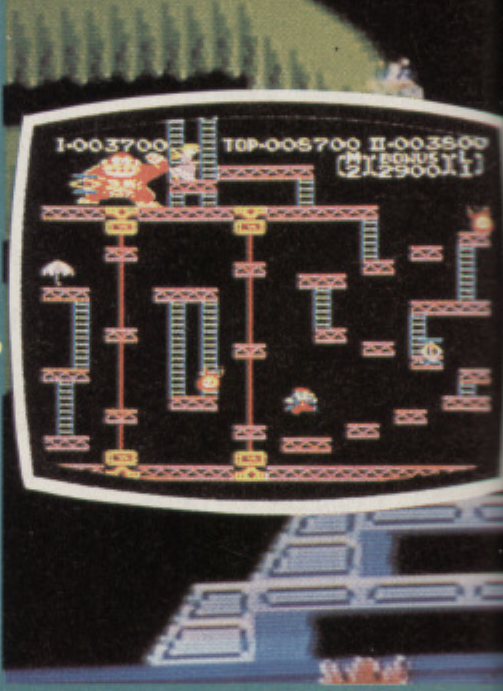
A year later a sequel was spawned. Donkey Kong Jnr was the name of the game and this time Mario played the bad guy (the one and only time he has ever been cast as a baddie). The hero is Donkey Kong Jnr, a baby King Kong clambering through four levels of platform action and rescue his dad, Donkey Kong, who has been caged by evil Mario! It was another great game, and another runaway success.

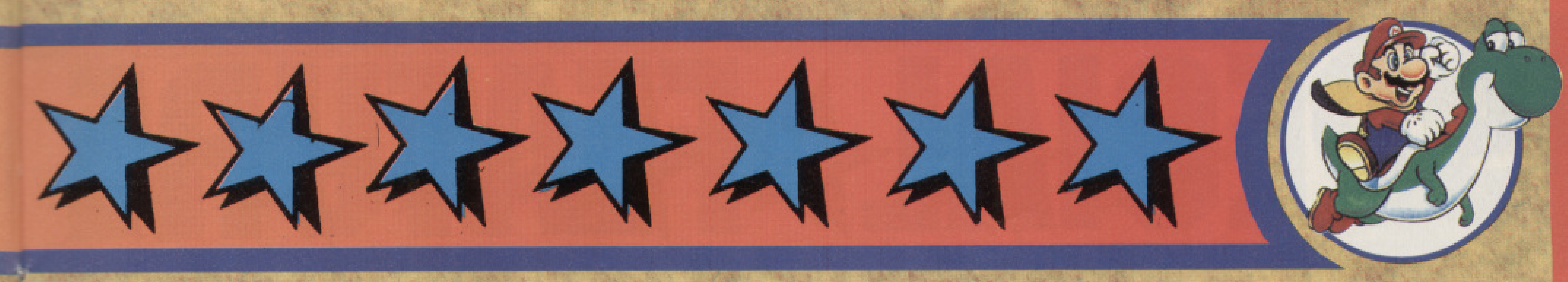
SHOOT THAT MONKEY ASS

Donkey Kong III followed next. It's another four-stage game, this time featuring rather limited shooting-style action in which Mario blasts bees, wasps and Kong himself (in the backside!) in an attempt to drive him off the top of the screen. It was treated as a bit of a novelty, but didn't have the addictive action of the previous two games.

THE LAST AND FINAL DONKEY

Finally, in 1984 came Donkey Kong IV, a return to the traditional platform and ladders action of the original with Mario scrambling up ramps to defeat Kong. During its testing period is wasn't deemed sophisticated enough to wow punters, and the machine never made mass circulation. But was that the end of Mario? No - that was only the beginning...





HAND-HELD MARIO

During the early 1980's, before Nintendo invented the NES, they produced a series of hand-held LCD machines called Game 'n' Watch. And who better to appear in the best ones but their most famous coin-op star, Mario. Some of these very limited games are still available today - Donkey

MARIO BROS INC

Mario bounced back from his Donkey Kong IV failure (long-lost brother Luigi in tow) in a coin-op called Mario Bros. It's a one or two-player game in which the brothers patrol a series of platform screens and attempt to clear it of baddies which include turtles, flies, crabs and snowmen, which emerge from pipes. First of all the baddies are punched by jumping up at them from a platform below. A successful hit stuns them, and they are then destroyed by jumping up to their level and kicking them over. It might sound a bit dull, but it's a truly excellent game, especially in two-player mode where there's potential for some amazing battles!

SPECIAL FEATURE

MARIO GETS SUPER

In 1985 Mario starred in his biggest and most successful game yet - Super Mario Bros. The scrolling platform game concept was pushed to its limits as Mario battled through eight huge levels, each split into four sub-levels on the way to rescue Princess Toadstool and her friend Mushroom from the clutches of the evil Koopa and his clan. The game was a revelation. Packed with hidden features, superb graphics, one of the catchiest soundtracks of all time and sporting superlative gameplay, Japanese players went Mario bonkers! Over 20,000,000 cartridges were sold and Mario became an instant superstar. Exactly the same thing happened in America when the game and the NES machine was released in 1987 - another 23,000,000 copies of the game were sold and Mario became a household name!



THE SEQUEL

With Mario fever sweeping the world, Super Mario Bros II was released in 1987 and again sold millions. Featuring four different characters, Mario, Luigi, Princess Toadstool and Mushroom, the player once more had to battle against the evil Koopa and his army of evil meanies! The gameplay is very similar to the original Super Mario, but has new twists and tweaks, such as being able to pick up and throw objects and baddies! But the best bit in the entire game is the fantastic end-game sequence - one of the finest yet seen in any videogame!





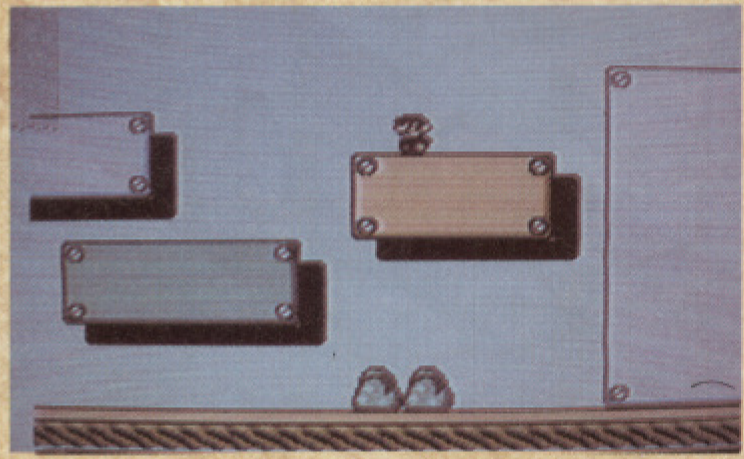
DOCTORIN' THE MARIO

In 1990 Mario starred in his most unusual game yet. Released on both NES and Gameboy, Dr Mario surprised the world. It isn't a scrolling platform game. Far from it - it's a puzzle game that plays like a kind of cross between Tetris and Columns. And it's just as addictive too (the NES version scored 88% and the Gameboy version scored 87% when they were reviewed in issue 5).



THREE TIMES LUCKY

The third in the Super Mario series is out at the end of this month, and it's the best NES game yet! Special hardware chips are incorporated into the game cartridge to give more memory, extra colours and better sound than a normal Nintendo game! And, as you can see from the review over the page, the end result is a stunner, with more levels, more baddies and more secret items than ever before! But where does Mario go from here? Well...

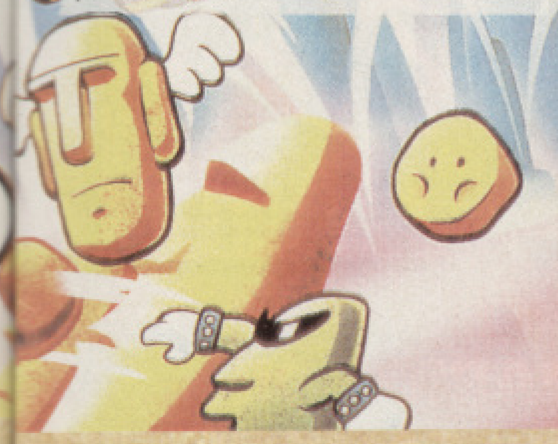


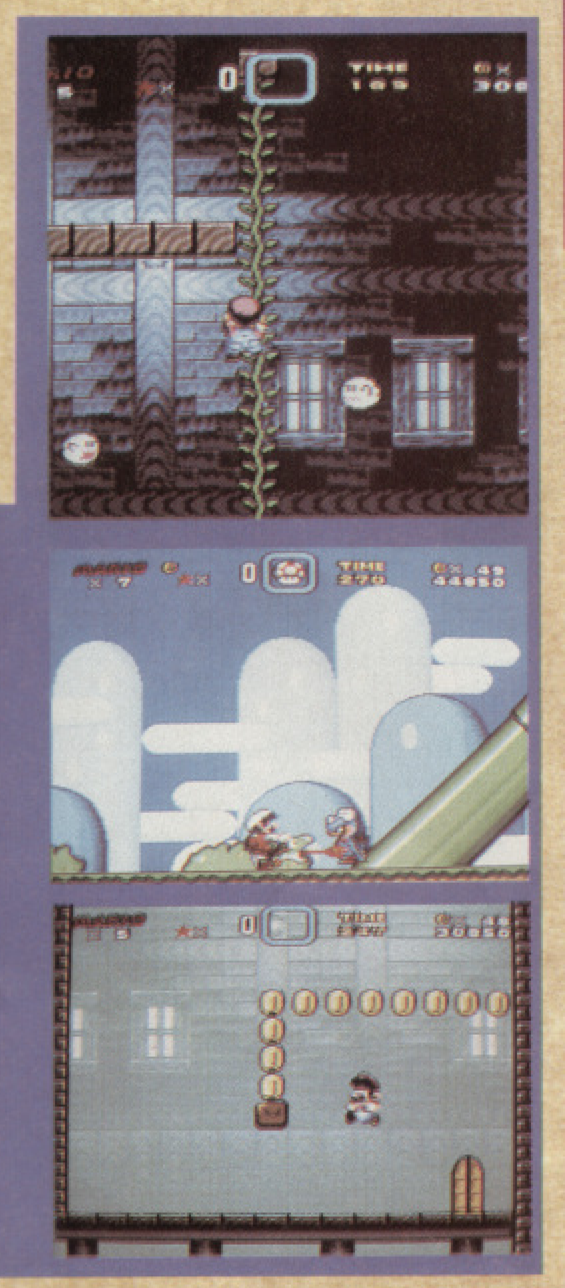
SUPER MARIO FOUR OF COURSE!

As owners of Super Famicoms will tell you, the first game to appear on that machine was Super Mario 4, and it's utterly amazing! Incorporating a huge 96 levels (nearly half of them secret), and sporting fab graphics and sound, it's tough, challenging and mega-addictive. If you want to play Mario 4 you have to buy a specially imported Super Famicom - however, if you're prepared to wait, it's reckoned that the machine will be officially available in September next year.

MINI MARIO

Mario's next appearance was in 1989 in one of the first games to appear on the newly-released Gameboy. Spread over 12 levels, Super Marioland is similar in concept to the original Super Mario game, but has new twists in the form of mini-shoot 'em up sections. It was another instant hit and has sold over 5,000,000 copies worldwide!



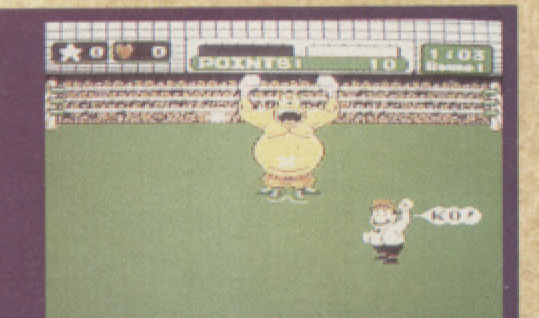


STRANGE MARIO FACT

If you're thinking that Donkey Kong is a bit of a weird name for a game starring a giant ape, you're right. The game should have been called Monkey Kong, but a mis-type on a fax from Nintendo of Japan to American coin-op distributors resulted in the US companies making artwork and adverts for a game called Donkey Kong! Rather than re-do all the artwork and running a load of new adverts, Nintendo simply changed the title screen of the game!

MARIO THE GUEST STAR

As well as appearing in a whole load of his own games, Mario has guest starred in many more. Check out Nintendo Tennis and you'll see Mario sitting in the umpire's chair. Who swings the clubs in NES and Gameboy Golf? Why, Mario of course. He's also the referee in Mike Tyson's Super Punch Out!! and stars alongside Luigi in the brilliant Wrecking Crew. He also makes cameo appearances in Pinball, Alleyway and Tetris. Can you find him anywhere else?



MARIO TRIVIA

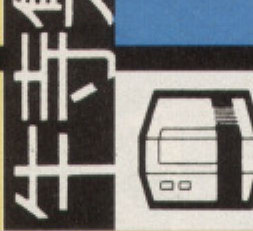
Over 38,000,000 Mario games have been sold in the US alone:

Super Mario Bros: 23,000,000
Super Mario Bros II: 4,000,000
Super Mario III: 7,700,000
Super Marioland: 1,900,000
Dr Mario: 1,800,000

MARIO PRODUCTS

There are over 300 different Mario products available in the USA, ranging from drinking glasses and writing paper to sleeping bags and bicycles! Here's a little selection from the Nintendo catalogue...





SUPER MARIO BROS. 3

MEGA GAME

That Brooklyn plumber is back, and once again he's brought his brother! Mario, the world's greatest video game hero, has returned to the Mushroom Lands, only to discover that Bowser's ruthless Koopa Children have taken over, oppressing the inhabitants into supporting his reign of terror.

Being the all-round good guy and complete hero that he is, Mario (and in two-player mode, his bro' Luigi) decide to set out on a quest to give each of the Koopa kids a good kicking, thus saving Mushroom World from a fate worse than travelling on British Rail on a regular basis.

Each Mushroom World is guarded by an evil Koopa child, and it's Mario's job to complete each level of the world until he reaches the Koopa Kastle. In the castle, Mario is pitted against the Koopa Kid, and once he's defeated the evil little blighter, it's time to visit the next world packed with all manner of even more terrifying hazards!

The object is to reach the end of world eight where Bowser lies in wait, ready for the one-on-one final battle with Mario himself!



▲ *Mario needs a run-up to successfully take-off.*

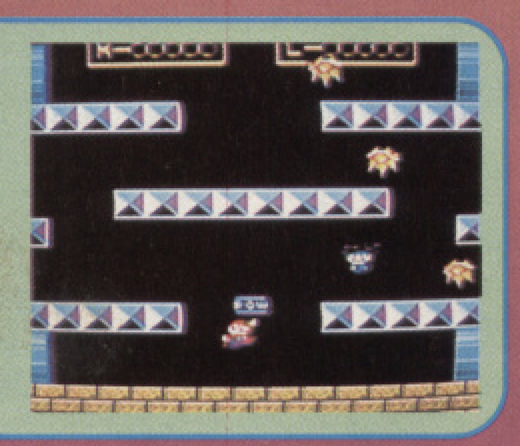


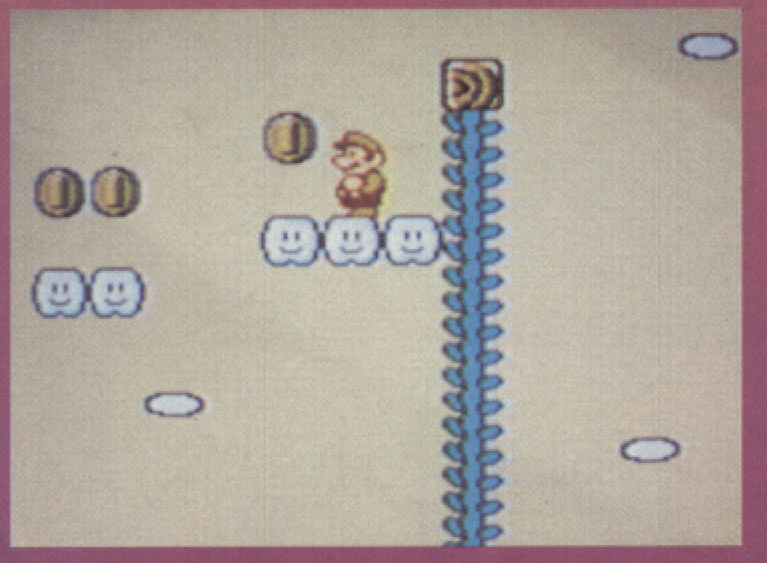
▲ *The Mushroom King meets Mario.*



MARIO BROS BUILT IN!

A single-screen version of the classic Mario Bros game is available in Super Mario 3. We won't give away exactly how to do it, but suffice to say, you have be in two-player mode to get there. There's also rumours of Wrecking Crew being another bonus game. The first MEAN MACHINES reader to find it and write in telling us how to do it will get a special prize!







▲ *Cool and sort of lean: Mario!*

◀ *Get those coins, Mario!*

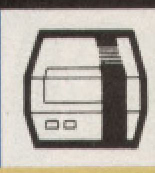
A MARIO FOR ALL OCCASIONS



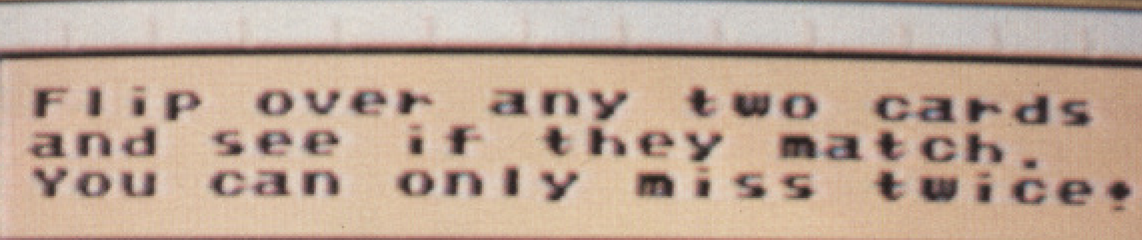
Some items have a strange effect on Mario. Pick one up and he gains one of five special powers! Here's the list:

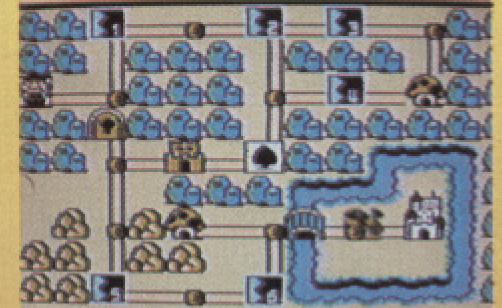


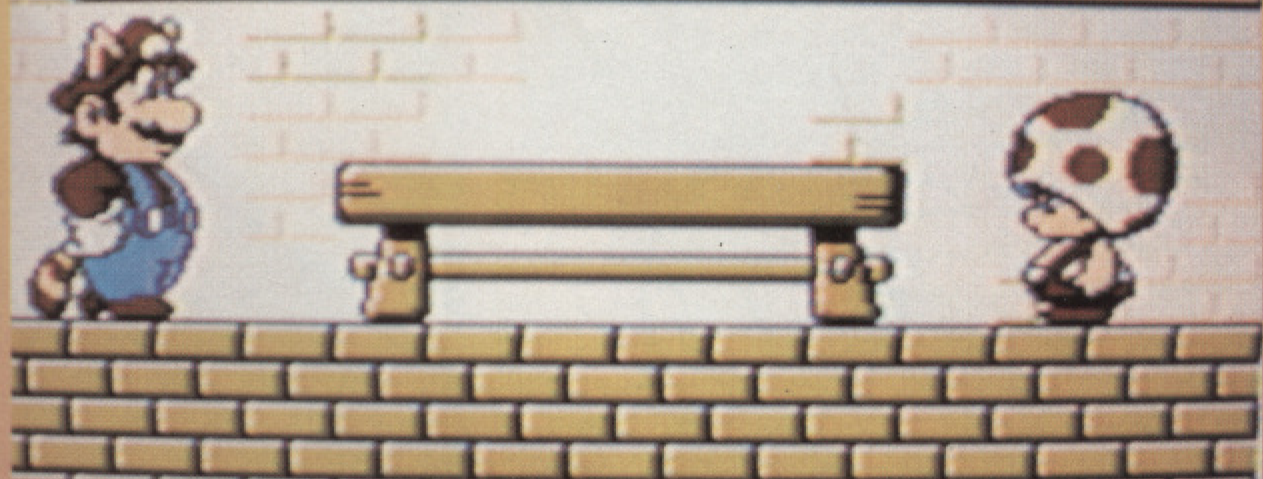
RACCOON MARIO: Collection of a leaf turns Mario into this raccoon-like creature who is able to fly, thus avoiding many ground-based hazards!



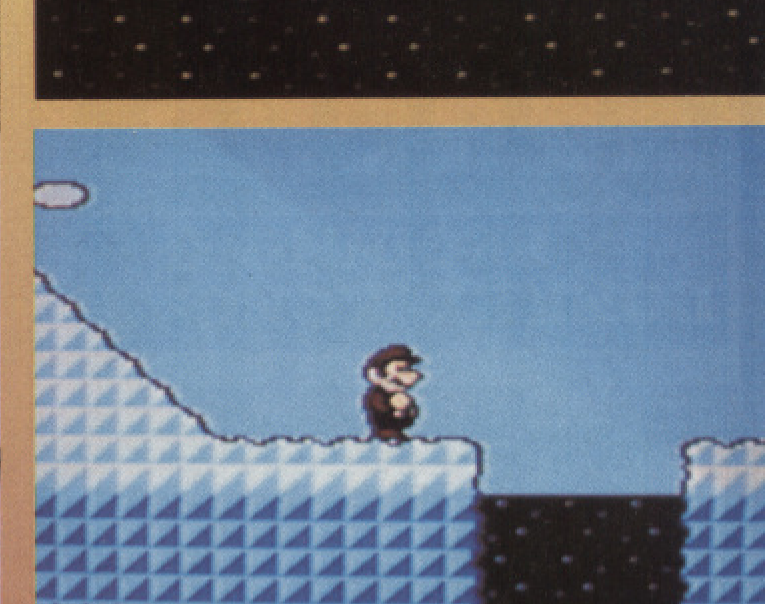








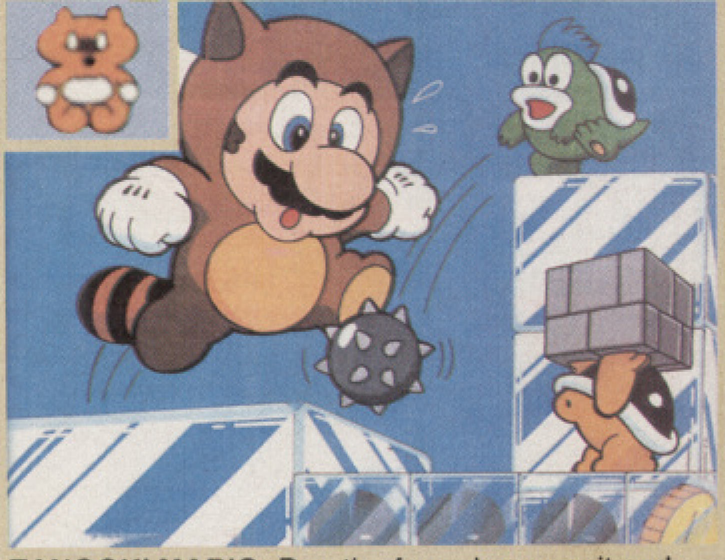
▲ Raccoon Mario enters a Fairy House, and confronts a fairy.



▲ Mario's in Iceland!



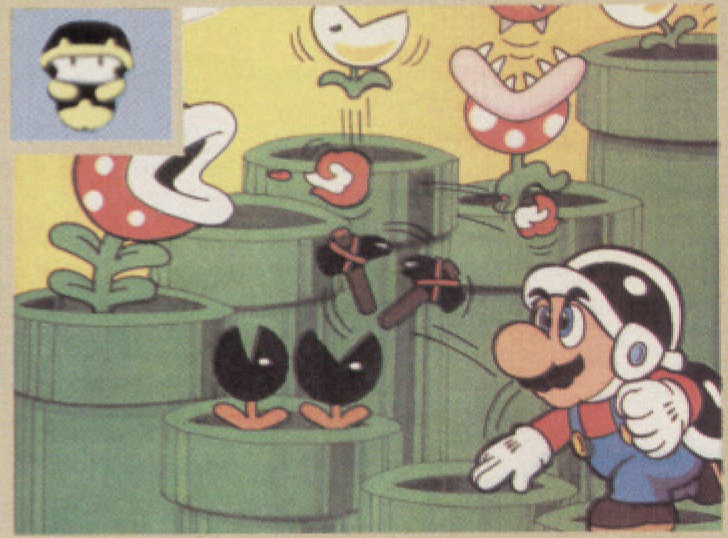
FIERY MARIO: Mario is endowed with fireballs that singe all foes into oblivion - a pretty decent offensive weapon.



TANOOKI MARIO: Don the fuzzy brown suit and Mario instantly becomes Tanooki Mario - a being with all Raccoon-related powers and the ability to turn into a statue!

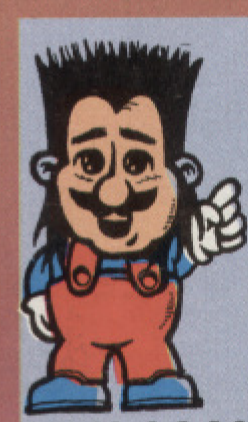


FROG MARIO: With the aid of the frog suit, Mario is able to leap and swim like a frog - essential for the aquatic levels.



HAMMER MARIO: Collect the Hammer Suit and Mario can throw hammers of his own. The suit also has fire-resisting qualities.

COMMENT

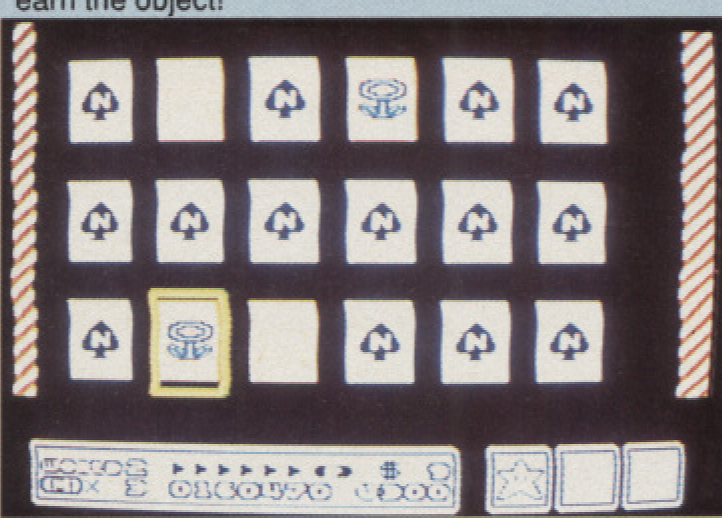


JULIAN

Super Mario III is simply the finest videogame I've ever played. It mightn't have graphics and sound anywhere near as good as many Megadrive and Super Famicom titles, but what it does have is utterly fabulous playability. Its perfectly graded difficulty level, massive depth, constant surprises, hard-to-find secrets, mega-rewarding gameplay and supreme challenge combine together to make it horribly, horribly addictive. I mean real Government Health warning stuff! Once you start playing you want to keep going, just to see what surprises are around the next corner! I ended up playing it all night! And when I wasn't playing the game, I was thinking about it! It's truly awesome stuff - the greatest game yet seen! And if you haven't got a Nintendo to play it on, you'd better start saving now...

BONUS FUN, LAFFS AND JAPES

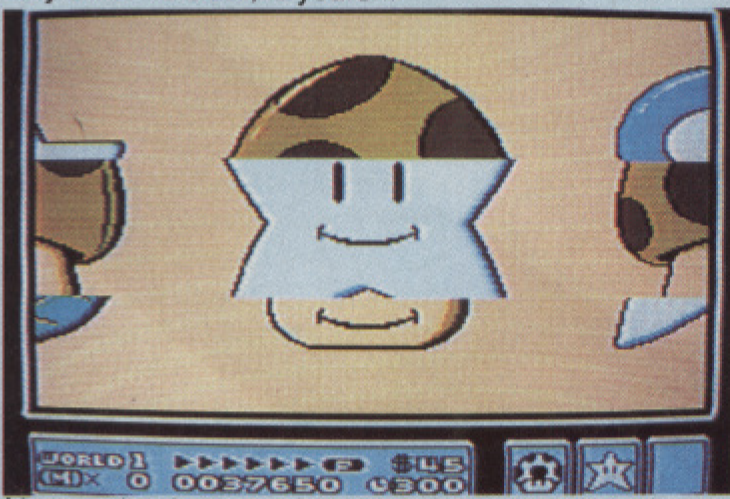
Should Mario meet up with one of the friendly Mushroom people, they give him a useful item. However, being the cunning sort of people that they are, they like nothing better than forcing Mario into taking part in a bizarre sub-game where he has to earn the object!



In this sub-game, Mario turns over two cards and hope to get a pair. This earns him the object. The tables aren't random. There are only eight, so you could actually "map" them, or wait for a future MEAN MACHINES tips section where we'll be revealing the lot!



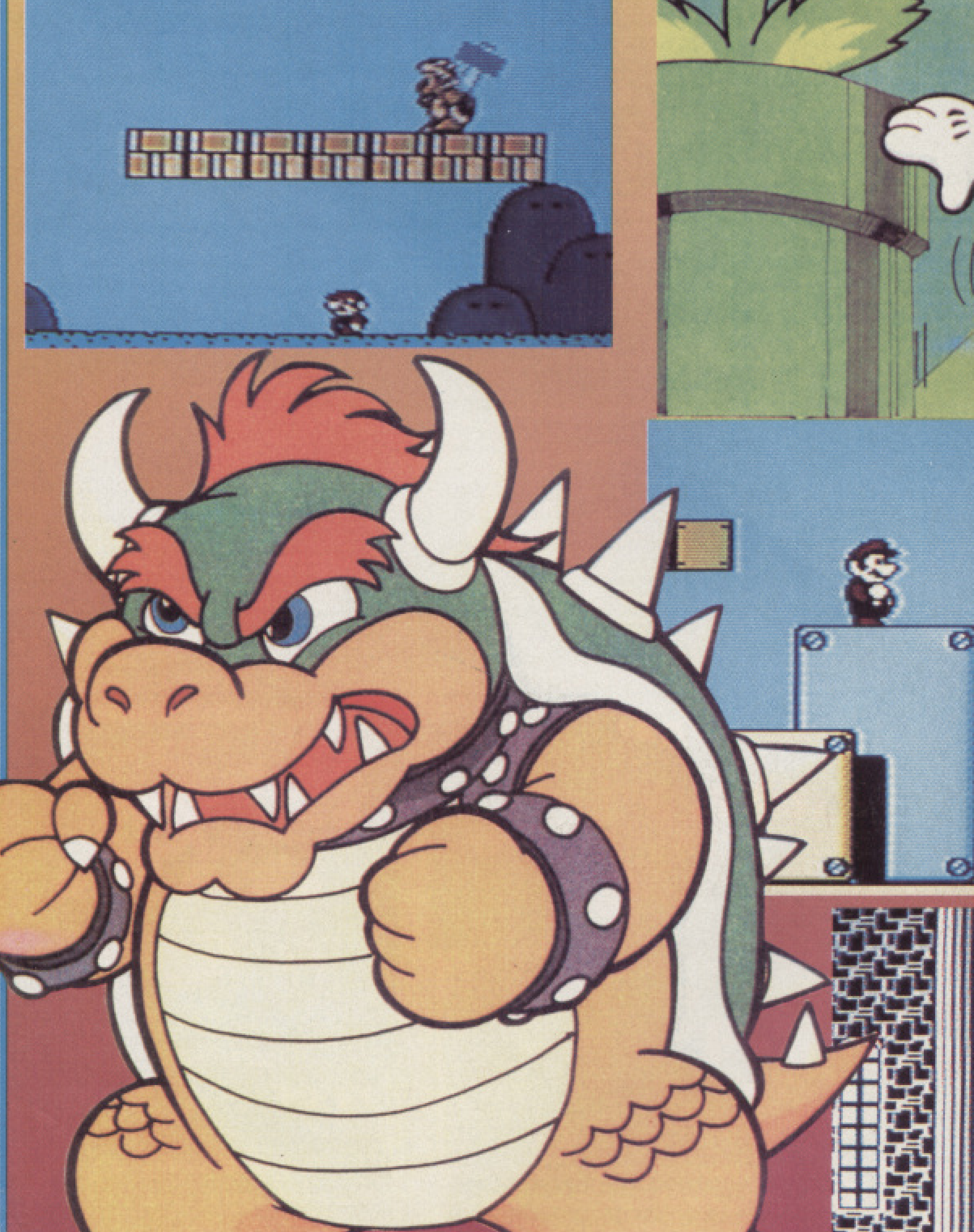
Three chests stand in front of Mario. Which should he choose? You could get a great object for your troubles, or you might choose a completely pathetic item that's completely hopeless! The choice, as they say on Blind Date, is yours...



Line up the three sections exactly to earn many bonus points and lives. There's definitely a knack to this, and once you've learnt it, you rake in those bonus lives like there's no tomorrow!

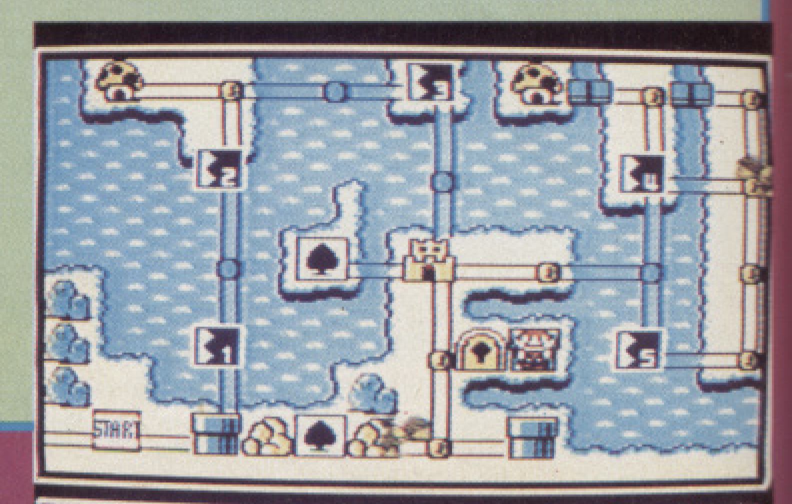
TRAVELLING KOOPAS

Some of the Koopa Kids are dotted around the map and travel about, causing some aggro. Mario can rendezvous with these critters and beat them about a bit, thus gaining another useful item!



GET YOUR MAPS OUT

The map screen is where Mario chooses which level to visit next. You can go wherever you want, although your choice is limited because some levels are blocked off and items from certain levels have to be collected in order to move the hazard. For example, if there's a pile of rocks blocking your way, use the hammer to knock the obstacle away! Items are selected with the A button, and these can help you in your selected level.

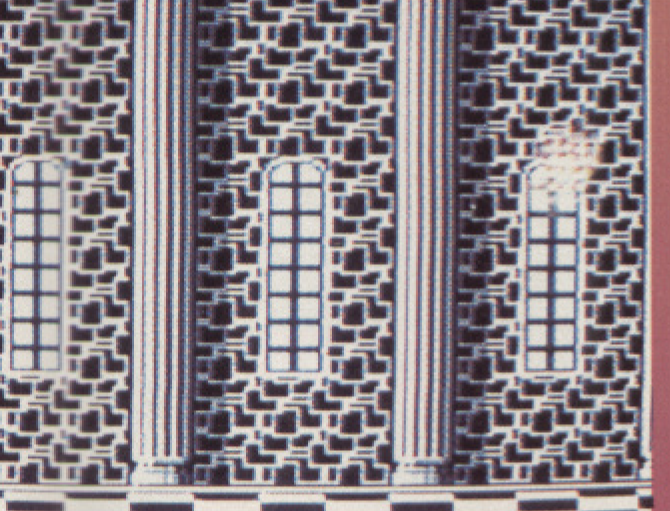


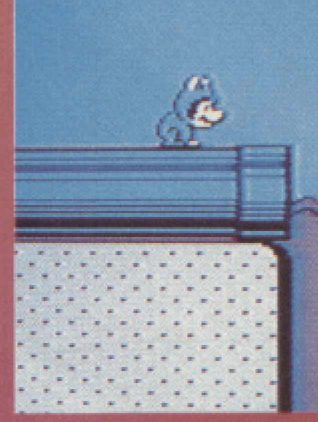


COMMENT



Finally! Mario II's been propping up the Nintendo charts for many months, and now Mario III's out I confidently expect it sell by the jumbo-jetful - and it deserves to! Mario is a truly brilliant game, combining a massive amount of depth with totally superb playability. Featuring many devious platform traps and puzzles that rely both on brains and reflexes, Mario is simply a truly classic game. The graphics, though quite simple, are incredibly varied and there are hundreds of excellent enemy sprites, each with their own behaviour pattern. The sound is superb too, with a special sound chip built into the cart to provide some excellent bongo drum samples! Having completed Mario IV, I expected this to be a doddle - not a bit of it! In some aspects it's even better than the Super Famicom game, and in the playability department it makes Sega's Sonic look poor by comparison. In my view, Mario III is THE game for the Nintendo and is worth every last penny!



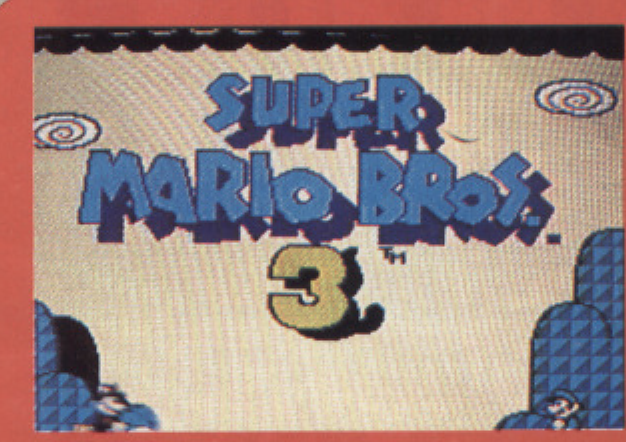


▲ *A frog-suited Mario gets ready to dive in.*

MINI-QUESTS

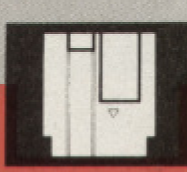
Within the game there are plenty of mini-quests that Mario undertakes in order to gain useful items. The first is at the end of world one. The king has been turned into a dog by a Koopa minion, and the evil one has only just escaped. Mario manages to board the fleeing minion's ship and sets about locating the boss. His magic wand is the only object capable of making the king human again!





BY: NINTENDO
PRICE: £39.99
RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: PERFECT







PRESENTATION 92%
Pretty spartan intro, but the in-game presentation is faultless.

GRAPHICS 95%
A massive variety of brilliant sprites and backdrops await the player.

SOUND 95%
Mega samples with remixed tunes and effects blagged from Mario I!

PLAYABILITY 98%
Completely brilliant, hyper-addictive gameplay!

LASTABILITY 96%
A massive game whose secrets take months to unravel!

OVERALL 98%
Mario is back in the greatest videogame yet seen! It's worth buying a Nintendo just to play it!

HOTLINES

WIN A SUPER FAMICOM



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

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WIN A GAME GEAR



Fancy trying to win one of those portable, colour Game Gear doubries? Dial up the number above and listen, and you never know. One of those fabbo machines could all be yours!

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WIN A MEGADRIVE

If you've always wanted a Megadrive but have parents who're too stingy to buy one, why not try and win one in this amazingly easy-to-enter comp. Caress the knobs on your phone, dial up and listen...



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What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the greatest thing since dusted monkey ass, and one of these pocket-sized wonders could be yours if you win the comp on this line.

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IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS YOUR PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 33p PER MINUTE (CHEAP RATE) OR 44p (ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES. ALL PROGRAMMES ARE OPER.TED BY BROADSYSTEMS LTD.

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MORE LEVELS...MORE FUN!
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Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the 16 bit game console from SEGA ENTERPRISES Ltd.
Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!
Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite games.
With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear - the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.
No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)
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10 CHARTS

ALL FORMATS

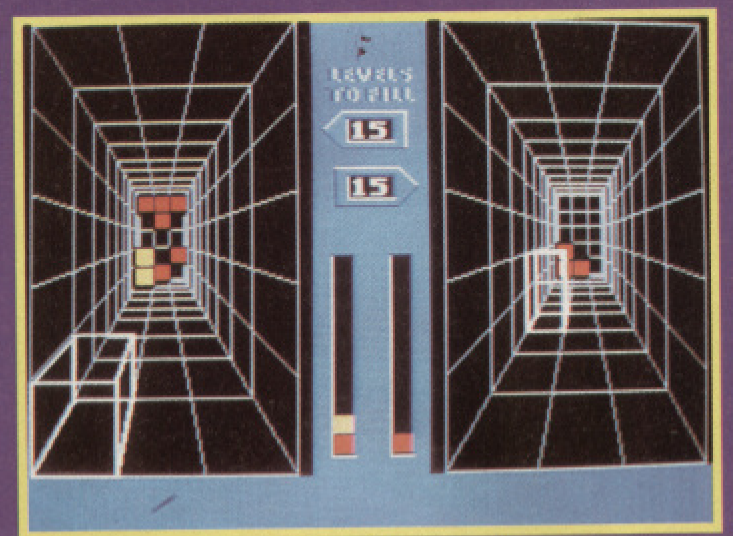


MEGADRIVE

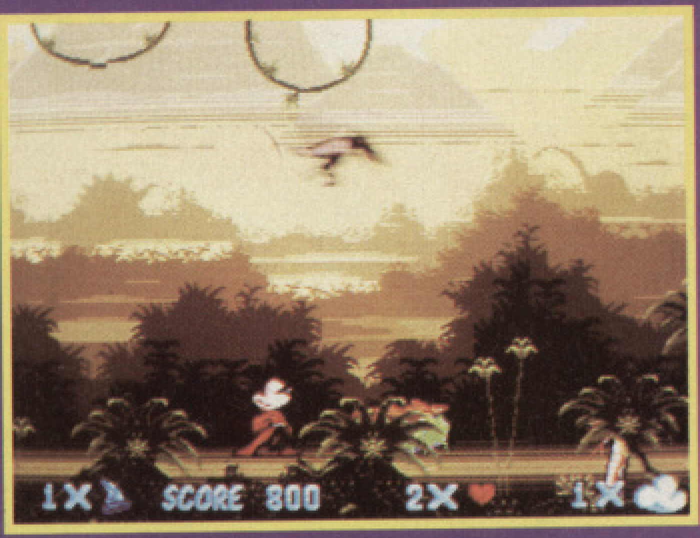
	▶	SONIC HEDGEHOG
2	NE	SPIDER-MAN
3	NE	FANTASIA
4	▼	PGA TOUR GOLF
5		SHADOW DANCER
6	▼	
7	▼	BLOCKOUT
8	▲	"BUSTER"DOUGLAS
9	▲	SUPER MONACO GP
10	NE	ARROW FLASH

MEGADRIVE

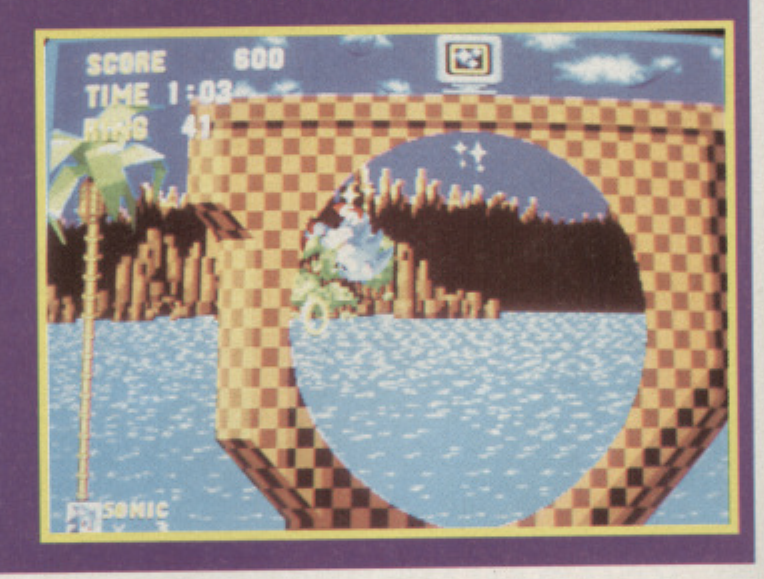
Sonic remains at the top, but he's under stiff competition from Spider-Man and Fantasia. So who will rule the roost next month? Otherwise a pretty uneventful chart, but what is Arrow Flash doing in the chart?



▲ *Blockout: doing well at number seven.*



▲ *Fantasia arrives at number three.*



GAMEBOY

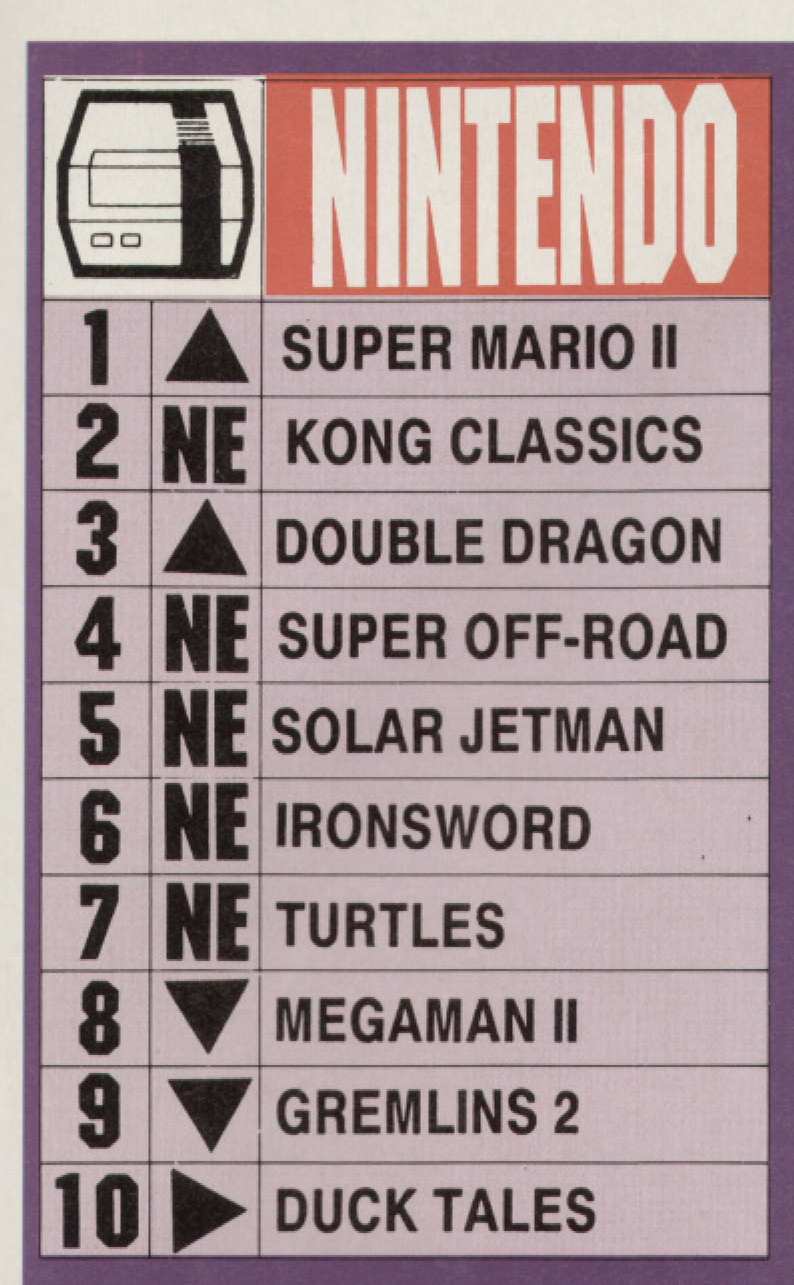
1	◀	SUPER MARIOLAND
2	◀	DOUBLE DRAGON
3	◀	SPIDERMAN
4	◀	GARGOYLE QUEST
5	NE	GOLF

GAMEBOY

Once again, the chart looks disturbingly familiar, with Mario remaining at number one. In fact the only difference from last month is the entrance of Golf at number five. Still, plenty of new games are out including the brill F-1 Race, so expect radical changes by next month.

PREDICTIONS

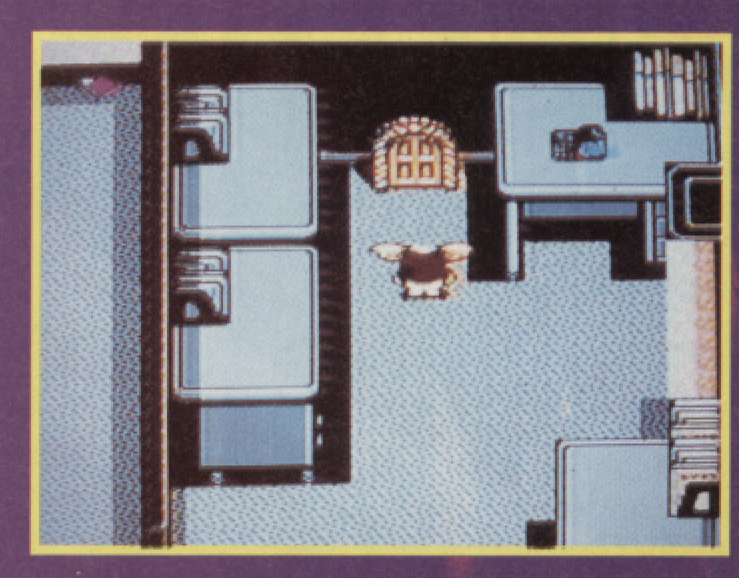
NINTENDO: MARIO III
GAMEBOY: F-1 RACE
MEGADRIVE: SPIDEY
MASTER SYSTEM: SPIDEY



		NINTENDO
1	▲	SUPER MARIO II
2	NE	KONG CLASSICS
3	▲	DOUBLE DRAGON
4	NE	SUPER OFF-ROAD
5	NE	SOLAR JETMAN
6	NE	IRONSWORD
7	NE	TURTLES
8	▼	MEGAMAN II
9	▼	GREMLINS 2
10	▶	DUCK TALES

NINTENDO

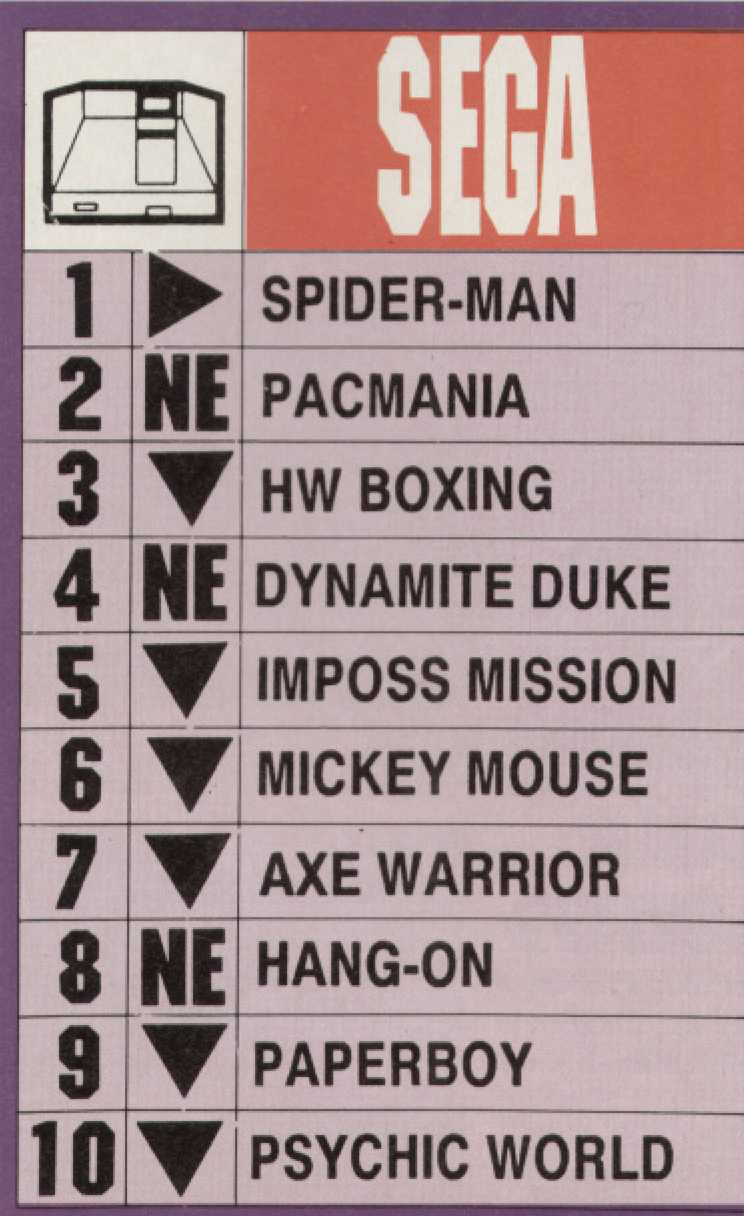
Super Mario once again rules the roost, but it's only a matter of time before Mario III is released! Donkey Kong Classics makes a surprise entry, along with the return of Off-Road, Turtles and Solar Jetman.



Gremlins at number nine!



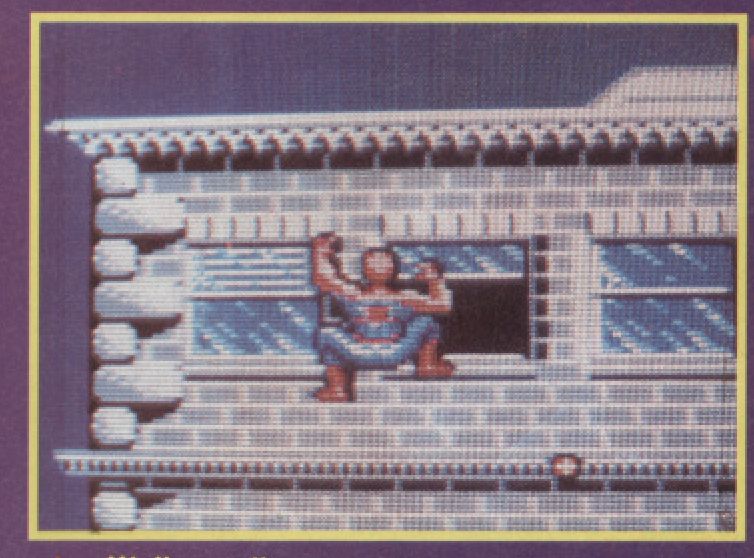
▼ *Off-Road racer: number four!*



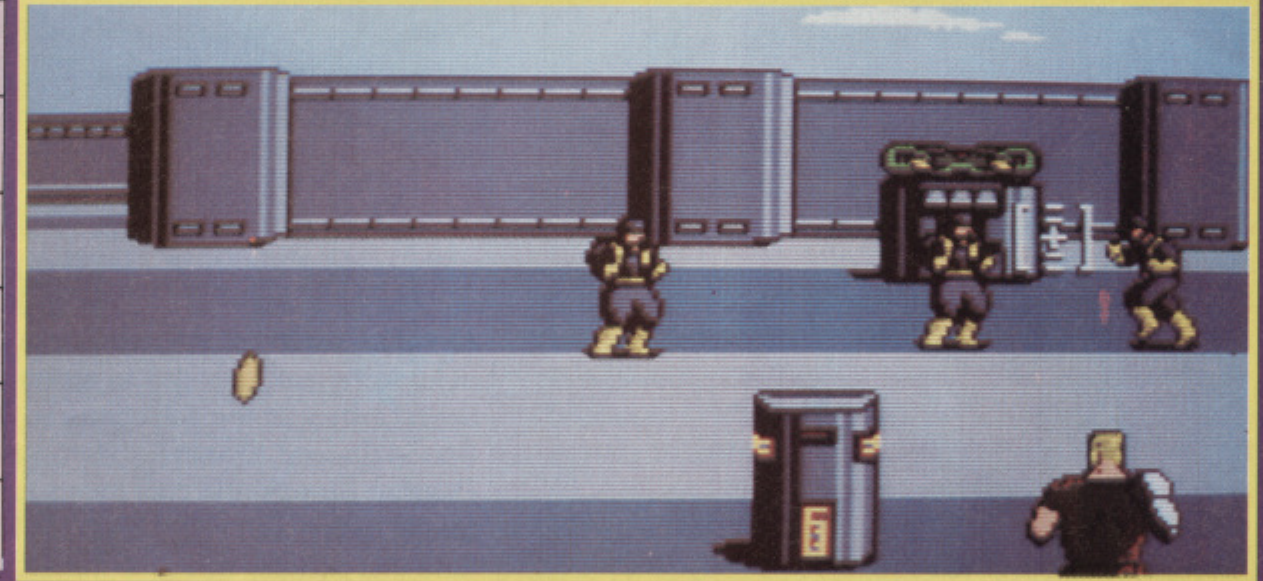
		SEGA
1	▶	SPIDER-MAN
2	NE	PACMANIA
3	▼	HW BOXING
4	NE	DYNAMITE DUKE
5	▼	IMPOSS MISSION
6	▼	MICKEY MOUSE
7	▼	AXE WARRIOR
8	NE	HANG-ON
9	▼	PAPERBOY
10	▼	PSYCHIC WORLD

SEGA

Pacmania makes a welcome entrance at number two, but Spidey still appears to have the pulling power and it's selling like hot cakes! The repellent Golden Axe Warrior remains at number seven for some unknown reason, and Dynamite Duke arrives ready for business. The dull Psychic World appears to round off the chart.



▲ *Wall-crawling at number one!*



▼ *Rock 'ard at number four!*



Take to the roads of America and enter the most arduous racing event for top-of-the-range sports cars! Yes indeed! With only your turbo-charged Ferrari Testarossa (top speed: 188 mph) and a whingeing (but still pretty well-proportioned) female for company, it's your job to traverse five stages of racing action, dodging other racers and normal traffic in pursuit of the next checkpoint.

In order to confuse the police, the Outrun organisers have erected not one, but five finishing lines, and it's down to you to consider which route provides the least number of pitfalls.

At the top of the screen, you'll notice a timer ticking down. This time won't last you until the end of the race unless you reach the end of the current stage (signified by a checkpoint) and cross the line. Extra time is then doled out, but watch out, because each progressive level endows you with less and less time to complete the next stage!

Complete the game and glory is yours for ever and ever. Fail, and you can expect a good ticking off from your girlfriend - or maybe worse...





▲ *Just one of the many Outrun endings.*



▲ *Burning rubber!*





COMMENT



RICH

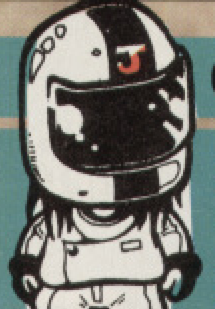
Make no bones about it, Super Monaco GP still rules okay as far as Megadrive driving games go. Outrun may have been more entertaining as a coin-op, but this conversion is marred by the fact that it's a doddle to complete. In EASY mode it took around ten minutes' play to finish it and NORMAL mode proved to be no more difficult at all. Only with the higher skill levels did Outrun present any kind of challenge whatsoever, and I'll warrant that that won't last long either. I can't really be bothered to find out either, because Outrun is so dreadfully tedious to play. The handling of the Testarossa is very dodgy indeed. Touch the side objects at a relatively tiny velocity and you're spun over violently as if you've hit it at a hundred times that speed. I honestly find it sheer lunacy to recommend this game when some shops are selling it for over forty quid. Fans of the coin-op may enjoy this, but I reckon that most sane, sentient life forms should go for the superior Super Monaco GP or Electronic Arts' smart Road Rash for the best Megadrive road race games.

STRUT YOUR FUNKY THANG!

At the beginning of the game, you choose which piece of funky muzak you wish to accompany your high speed antics. In the selection you'll find Magical Sound Shower (Gloria Estefan, eat yer heart out!), Passing Breeze (the cool man's tune), Splash Wave (pretty funky) and finally Step On Beat (a pretty boring tune that actually wasn't in the arcade original).



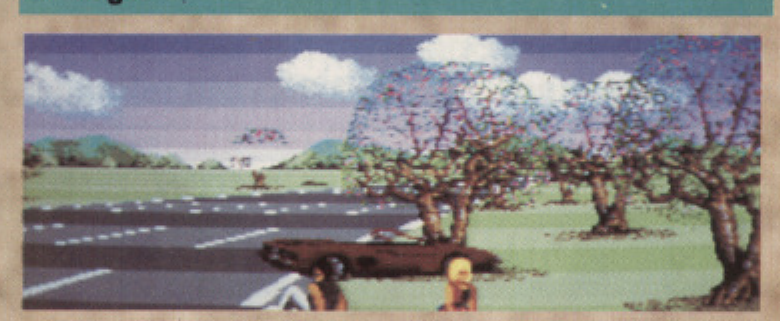




COMMENT

JULIAN

Outrun might be an old arcade classic, but compared with other Megadrive versions of more up-to-date arcade coin-ops like Super Monaco GP and Super Hang-On, and even non-coin-op race games like Road Rash, it hasn't really got what it takes to be classed as a great race game. It's just not exciting enough - the sheer uncontrollable speed of Super Hang-On and the constant battle against other cars in Super Monaco GP made them both thrilling games to play. Outrun has neither of these factors, and when you discover that it's so easy you can finish it on your first go, it all becomes rather dull and pointless. Even on the highest difficulty setting it's still very simple to complete, and only a complete race game novice with the reactions of a crippled slug could find any real challenge. Yes, the graphics are nice, and yes, the sound is good, but sadly Outrun just isn't challenging enough or fast enough to make it anything other than average.





Extra time is yours once you 've crossed the checkpoint.

THANKS TO...

Thanks to Console Concepts of Stoke for supplying us with a review copy of this game. If you want more information about the game, call them on 0782 712759.



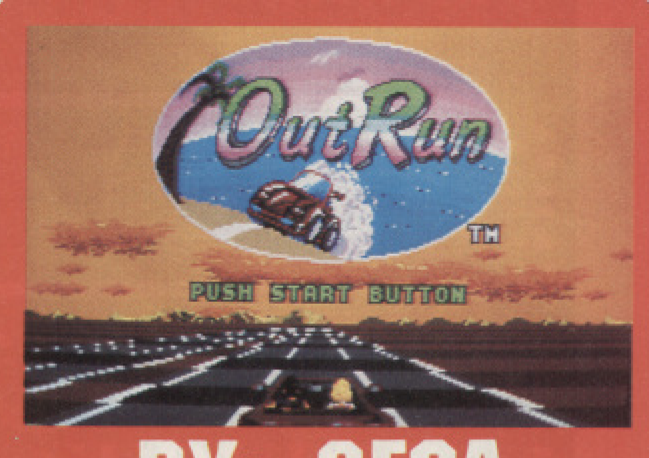


OUTRUN: COIN-OP STYLE!

Around 10,000 Outrun coin-ops were produced for the arcade market, and according to Sega, every one of them was snapped by the arcades. It's combination of hydraulic thrills 'n' spills along with gob-smacking graphics and completely groovadelic tunes! It spawned a sequel, the disappointing Turbo Outrun, which is also scheduled for Megadrive conversion.



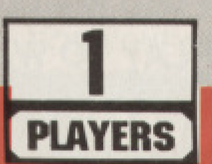


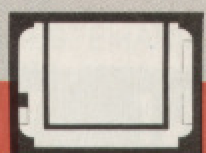


BY: SEGA

PRICE: £40.00

RELEASE DATE: NOW
GAME DIFFICULTY: VERY EASY
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: QUITE GOOD







PRESENTATION 88%

Loads of options and a decent coin-op style attract sequence.

GRAPHICS 80%

Great sprites and backdrops and vibrant colour schemes but a couple of gruesome sprite effects spoil things slightly.

SOUND 79%

Not half as good as the arcade's sou ıd, but the tunes are passable renditions of the coin-op original. The speech is in there too.

PLAYABILITY 73%

The Ferrari's handling is a tad bizarre. It doesn't feel like you're playing the coin-op.

LASTABILITY 59%

Very, very easy to complete in all difficulty settings apart from the hardest.

OVERALL 69%

A pretty good conversion of the coin-op, but disappointing overall.



REVIEW

MIKE DITKA'S POWER FOOTBALL

American Football is getting more and more popular these days. British fans saw a London-based team take on the world and win earlier this year when the London Monarchs beat the Barcelona Dragons in the World Bowl football tournament.

However, if you're completely new to the sport and haven't got a clue about the rules of American Football, here's a quick run-down of the action. Points are scored by taking the ball to the opponent's end of the pitch and thus scoring a touchdown. However, should the ball hit the ground before the touchline is reached, play is stopped and the offensive team regroups to try again. Their short term objective is to reach the next ten yard line, which once crossed, gives them four more chances ("downs"). If they don't make it after the four attempts, the defensive team adopt the offensive. After a touchdown, an extra point is earned by kicking the ball over the opposition's cross bar. The winning team, unsurprisingly, is the team that scores the most points after four quarters of play.

COMMENT



JULIAN

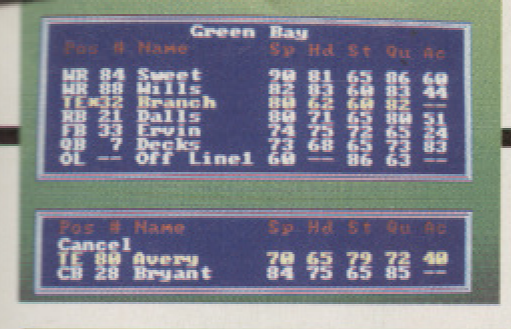
The obvious question is how does this compare to John Madden's Football? Well, it doesn't fare too well - but that doesn't make it a disaster area. The sounds are terrific and the graphics, although not as realistic as Madden's, are better than those used in Joe Montana's Football. Gameplay-wise it's fun, but sadly it just doesn't have the sheer depth and variety of Madden's, and this is what lets it down in the end. I know it's annoying to keep talking about Madden's, but if you want to experience the best on the Megadrive, Madden's is the one to go for.



▼ *The teams gather ready to continue play. It's the third down for the offensive team. Will they gain the necessary yards this time?*

PLAYING AROUND WITH FUNNY

There are a lot of defensive and offensive strategies available in this game, and choosing the right one at the right time may be instrumental to winning the game. The wrong choice on the other hand, might spell disaster and yard-losing doom. It's these strategies that dictate the positioning of the players, along with where they move once play has begun. The play you choose also determines the player you control when you switch back to the action. Defense, on the other hand, is more a case of trying to anticipate the offense team's actions and act accordingly, thus foiling their yard-gaining plans.

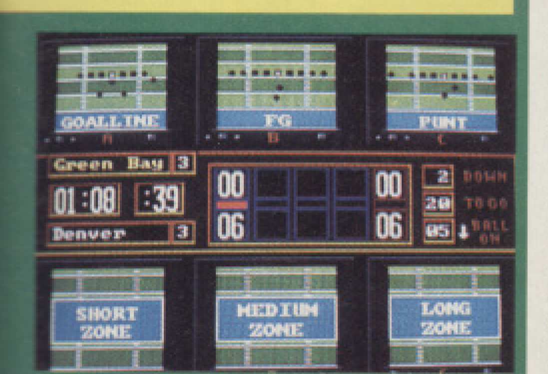


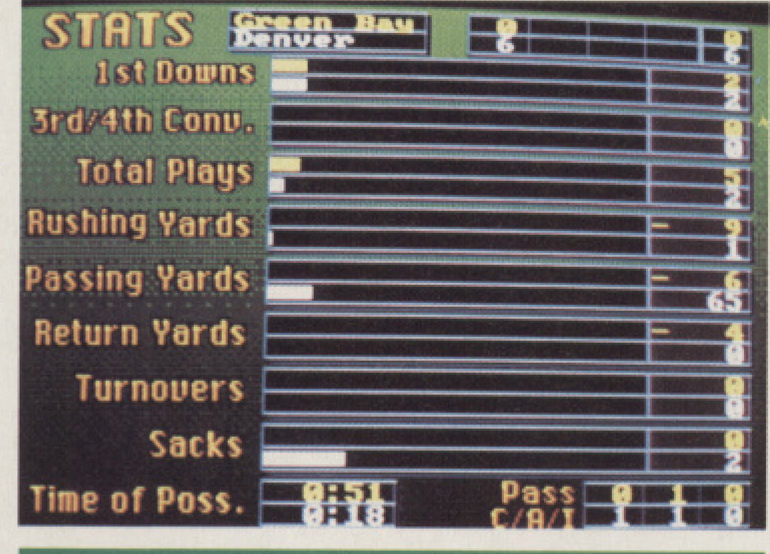
I'LL BE YOUR SUBSTITUTE

If you get sick of a player's complete incompetence, there is a big selection of substitutes at your disposal. Some of your players are real dweebs and fall down injured if the wind is too strong, whereas a strong substitute could help revive your team's fortunes. Fortunately, there's an option which makes all your players impervious to pain. No injuries!



-SHAPED BALLS





TWO-PLAYER FROLICS

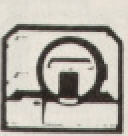
Just like Joe Montana and John Madden's, Mike Ditka Power Football has a two-player mode included to maximise enjoyment of the game. Just like John Madden's, three possible plays appear on-screen and players choose their strategy by using the corresponding buttons on the control pad. Since your opposing player doesn't know which button you pressed, your strategy plans remain secret!



COMMENT

RICH

Mike Ditka's Power Football has been heavily influenced by its peers. In terms of appearance it looks spookily similar to John Maddens. The graphics however, are a quite rough around the edges and the scrolling's not as sweet, or the animation as smooth as it could have been. The sound on the other hand is great, bordering on spectacular. There are a variety of thumping, rumping theme tunes to choose from and more sampled speech than you can shake a stick at, and if you don't like the music, there's an option to turn it off. So, all in all, a bit of an aural feast. Gameplay is as you would expect, the standard strategic layout a la Maddens, and there's a very comprehensive list of possible plays. Putting these into practice is a doddle and the menus are actually a little friendlier than in Madden's. Sadly however, the game has a rough, unfinished feel to it. The response from your players while actually running or passing is a little poor. The golf-like system used when kicking for extra points is unnecessarily fiddly and the overall effect is a little lacklustre. At the end of the day, why buy this when you could have John Madden's?







BY: BALLISTIC
PRICE: £39.99
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: OKAY





PRESENTATION 83%

A pretty ropey, unpolished feel to the game, but the mass of possible plays is quite impressive.

GRAPHICS 81%

A bizarre cross between Joe Montana and John Madden's in style, and the scrolling's pretty jerky too.

SOUND 86%

Plenty of excellent tunes and decent effects.

PLAYABILITY 78%

Easy to get into and good fun to play.

LASTABILITY 76%

Not quite as enjoyable as John Madden's, and the scope for extended play is also limited compared to the EA game.

OVERALL 78%

A decent American Football game unfortunately eclipsed by the classic John Madden's Football.

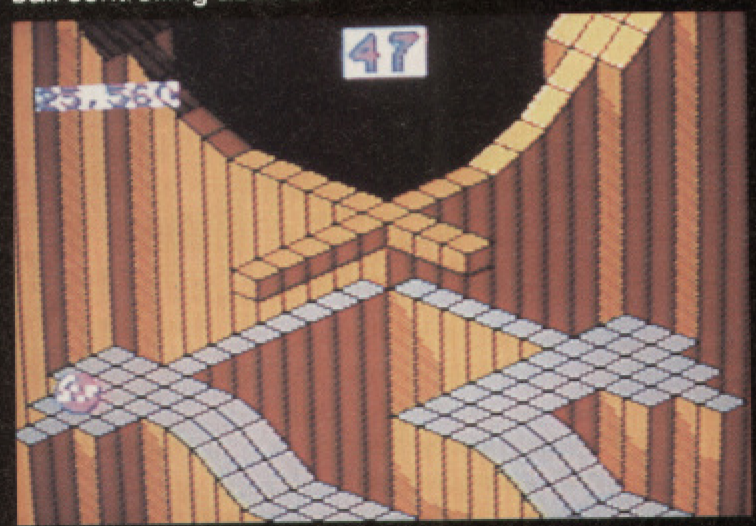
MARBLE MADNESS

Playing Marbles used to just involve hitting some other marbles out of a chalk circle in the playground. However, those enterprising folks at Atari took the marbles and made them battle it out in an all or nothing race set across varied isometric 3D scrolling landscapes.

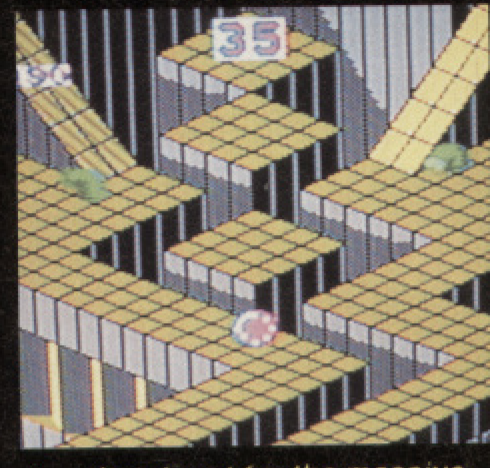
The object of each race is simply to reach the GOAL! flag positioned at the end of the course. But before you can get there, it's your job to negotiate a number of cunning traps positioned by the Marble Madness authorities. Each level has its own hazards to overcome, and there are also the likes of mutant black marbles and moving acid pools trying to stop your attempts.

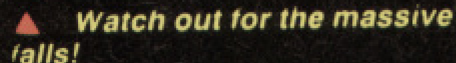
Controlling the marble is perhaps the stiffest challenge. The orb-like object responds realistically to the landscape and owing to the inclined surfaces, tends to roll about a bit. Later levels also boast massive ramps that your marble uses to perform nifty jumps.

Sounds like a bit of a challenge, huh? Let's put it this way - Marble Madness is the ultimate test of your ball controlling abilities!

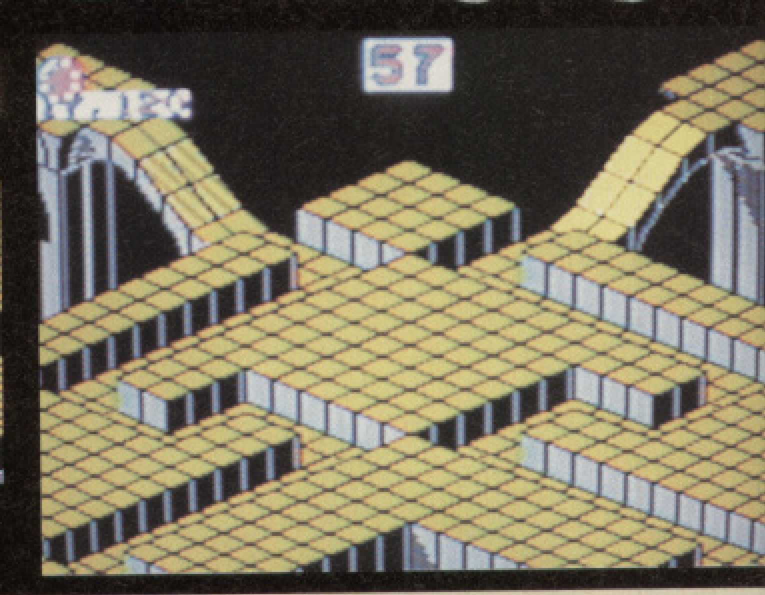


▲ *Enter the tubes in order to progress!*



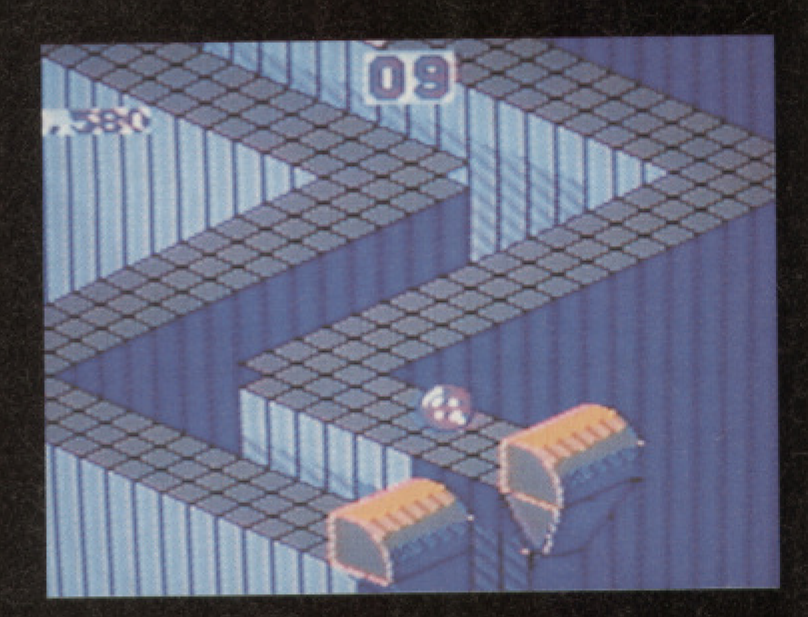


▲ *Watch out for the massive falls!*

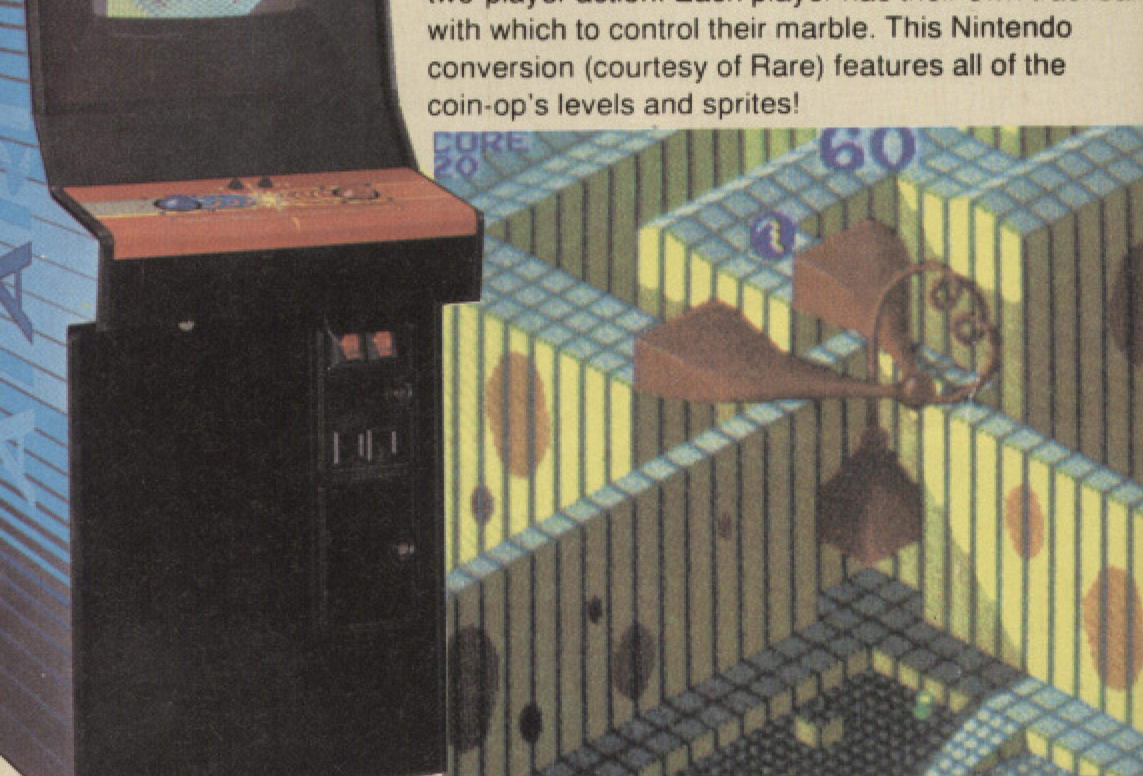


TWO BALLS ARE BETTER THAN ONE

To add that racy feeling, MB Games have included the arcade game's simultaneous two-player mode. The gameplay is not significantly altered, but extra points are on offer for the player who gets to the finishing line first!



▲ *Check out the Intermediate Race!*



COIN-OP MADNESS

Atari's Marble Madness coin-op went down a storm with arcadesters when it released in 1984. Just like this conversion, the game features simultaneous two-player action. Each player has their own trackball with which to control their marble. This Nintendo conversion (courtesy of Rare) features all of the coin-op's levels and sprites!

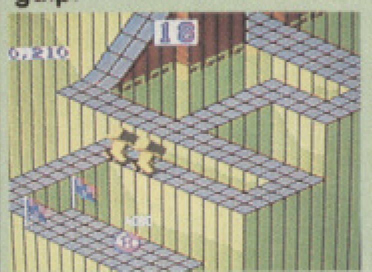
Finishing off the race gives you a massive bonus!

Pretty dangerous territory, eh?

Catching the surf - without a board!

BATTERED BALLS

Plenty of enemy sprites are out to crush your poor marble. Each level has its own unique enemies, and in amongst them you'll find massive vacuum cleaners that try to suck up your ball, mallets and all manner of flattening equipment, along with strange cup-like aliens that attempt to swallow up your marble in one gulp!

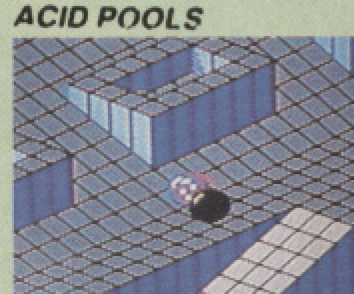


MASSIVE MALLETS

ACID POOLS



SUCTION CREATURES



EVIL MARBLES



COMMENT

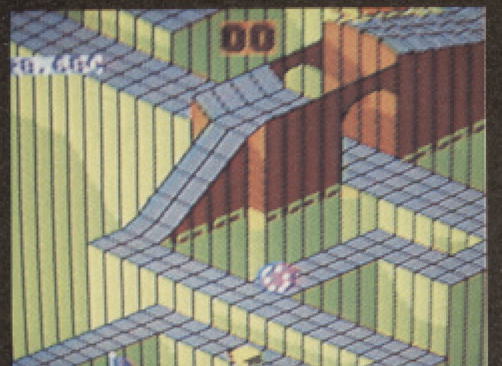


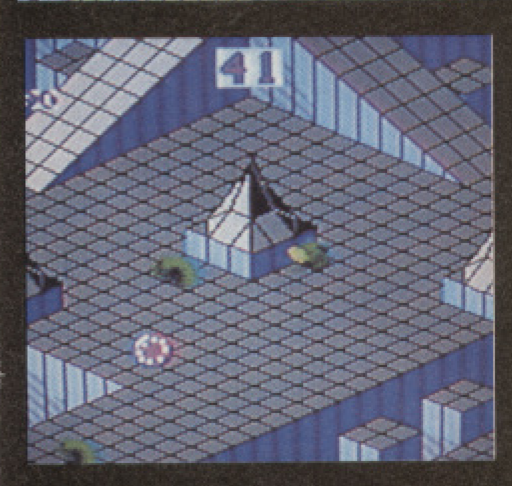
RICH

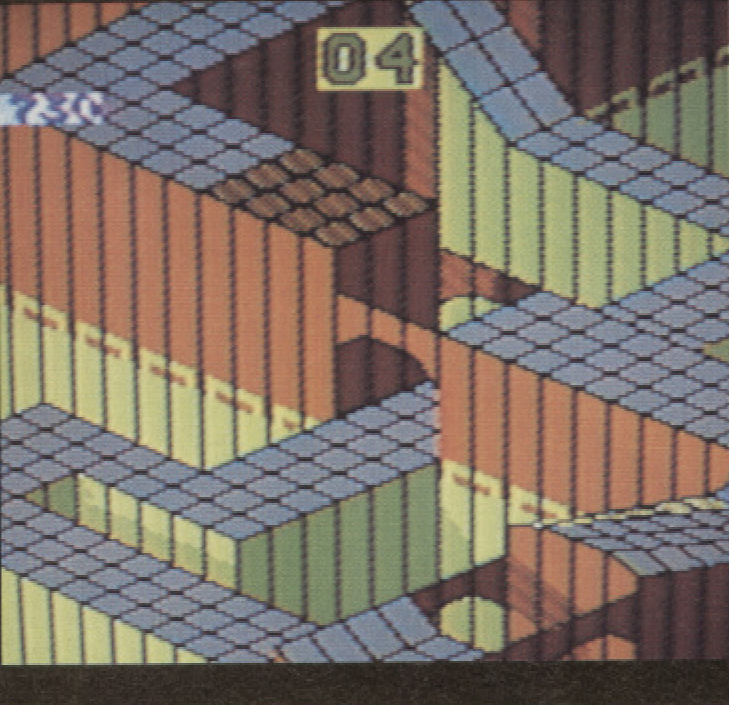
Marble Madness is certainly a classic game concept, and it's good to see it resurfacing on the Nintendo. The graphics and sound are both authentic to the original arcade machine, and the playability is as good as ever it was. It's the best version of the game I've ever played, knocking spots off the Amiga version in the playability department. The only slight problem is the lack of levels. Six isn't really that much, and I went through four on my first attempt. What Marble Madness does have in its favour however, is the fact that it's so enjoyable to play. even when you complete it, you still come back for more, simply because it's such a good laugh to play. Check out the game in your local shop, and no doubt Marble Madness will soon win you over.



▲ *The marble finishes off level one and gets 1000 points!*







BALL-BOOSTINGLY GOOD

The marble you control is capable of accelerating at a much faster speed simply by holding down the control pad's A button. Although controlling the marble at speed is a bit more difficult, the course can be completed with more seconds to spare! This also comes in handy for making some of the large jumps needed to complete some of the later levels successfully.

COMMENT

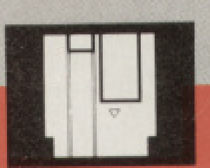
JULIAN

I went bonkers over Marble Madness when it first came out in the arcades, and it's great to get the chance to play it again! It's a superb conversion, with all - and I mean all- of the original machine's features, graphics and sounds. The gameplay is replicated perfectly, and all the little tricks and moves that work in the coin-op work here! The only questionable aspect is its lasting appeal - it only has six levels, and it's not that difficult to complete them. However, even though I finished it, I constantly kept going back to see if I could improve my score. And the two-player mode is always a laugh! So unless you've lost all your marbles, check out Marble Madness.



BY: MB GAMES
PRICE: £34.99
RELEASE DATE: TBA
GAME DIFFICULTY: EASY/MEDIUM
LIVES: INFINITE
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: FAST







PRESENTATION 79%

Close to the arcade game in terms of presentation. In other words, pretty average.

GRAPHICS 87%

Isometric 3D backdrops of superb quality along with decent sprites, perfectly converted from the coin-op.

SOUND 81%

Again, just like the coin-op with good tunes and average effects.

PLAYABILITY 93%

Easy to get into and highly addictive from the outset.

LASTABILITY 82%

Only six levels, but the great gameplay and two-player action are enough to keep you coming back for more.

OVERALL 85%

A spot-on conversion of an excellent coin-op that features brill graphics and sound and mega-addictive gameplay!


SPEEDBALL
XENON 2 MEGABLAST
BACK TO THE FUTURE II
KEEP THE PACE
BUY A SEGA ACE!
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Xenon 2
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Back To The Future 2
Speedball
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Image works has got 3 of the hottest titles for your Sega Master System.
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Tel: 071 928 1454.
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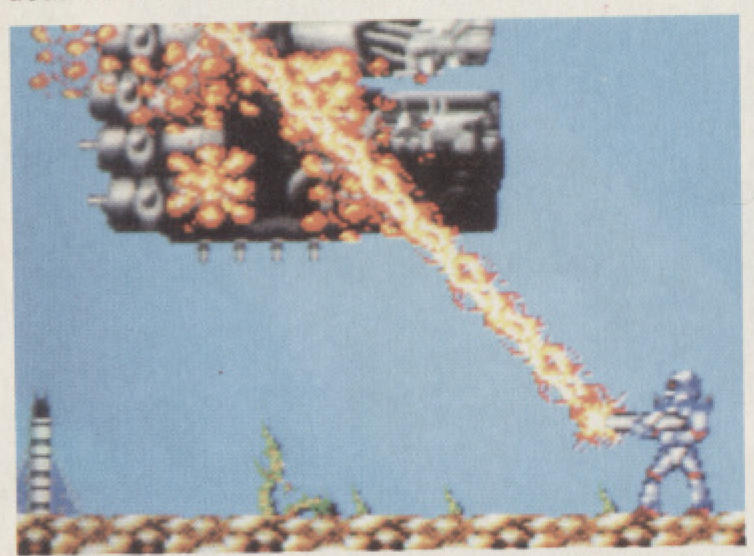
TURRICAN

A foul demonic creature from the abyss of Hell used to get his kicks by terrorising people in their nightmares. However, this used to prove very frustrating owing to the fact that people tend to wake up just as they're about to die in their nightmare. Therefore it made sense for this creature to follow them back into the land of the living and terrorise them there.

The people of the world are obviously more than a bit upset when this creature arrives and starts killing everyone in sight. Since every human is vulnerable to this creature's mental powers, a robot warrior is created in order to kick the demon's ass back to the smelly land from whence it came.

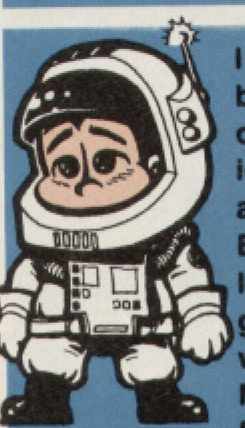
This robot is Turrican, the perfect killing machine. However, before he can do away with the evil creature, he has to travel massive eight-way scrolling levels, scaling the platform scenery and blasting away at the evil beings and end-of-level bosses that the creature has created during his brief stay in our world.

The only problem is, Turrican hasn't got a brain, and it's down to you to control him in a fight to the death with the ultimate menace!



▲ *Turrican indulges in the five knuckle shuffle, with the aid of his pump action tool.*

COMMENT

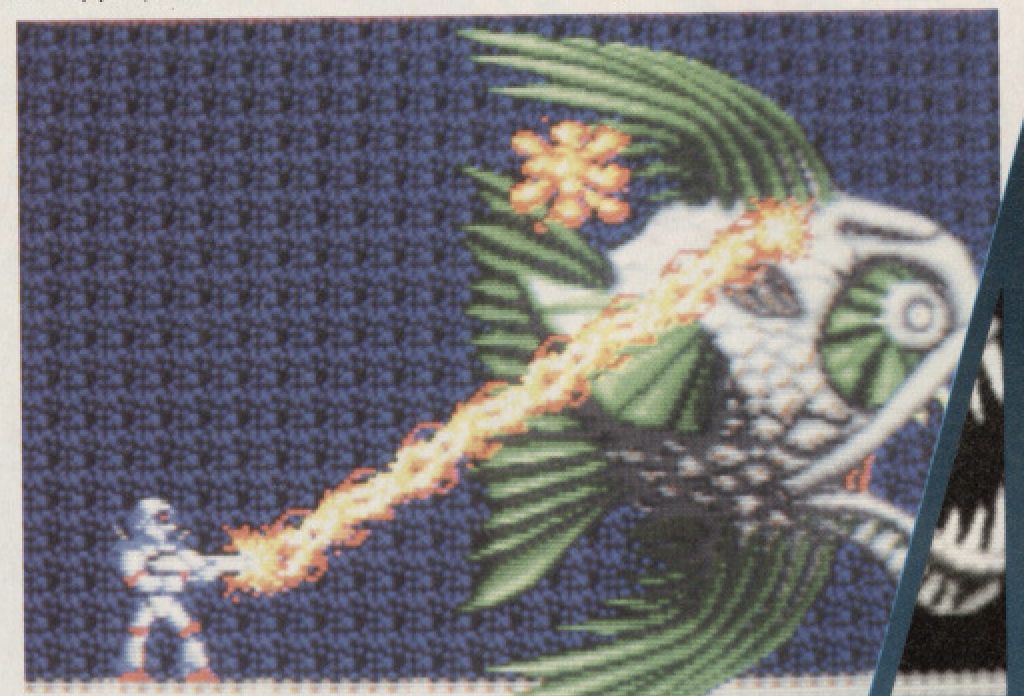


JULIAN

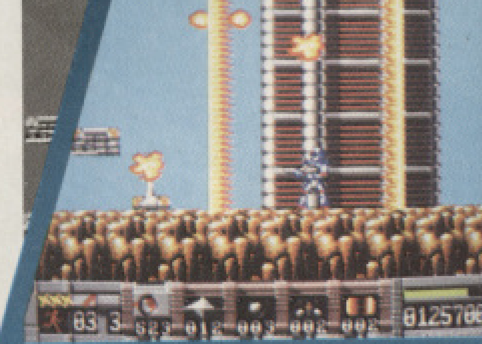
I was expecting this to be a beefed-up version of the Amiga original, but it's not. Instead it's identical to the computer version - and that's where its problems lie. Eighteen months ago, Turrican looked a pretty swish computer game. But eighteen months ago it wasn't competing against Megadrive platform games like ESWAT, Spider-Man and Sonic the Hedgehog. The gameplay is quite fun, but it's not evenly balanced; once you've got over the difficult first stage, it's becomes very easy and you can go miles - competent platform game players should be able to finish the game within a few sessions. The graphics and sound aren't particularly hot, either. With some gameplay tweaks and graphical improvements, Turrican could have been great. As it stands, it's just average.

Turrican's weapon can be switched between three different types of fire simply by picking up the appropriate icon.

SPREAD: Blasts in three, and then five directions. Not bad really, especially when it comes to blasting hard to reach areas.



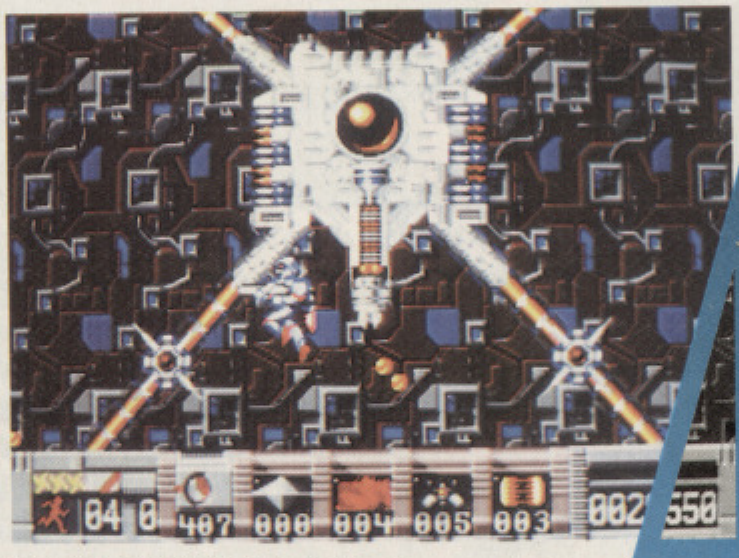
BEAM: A single high-intensity laser that cuts through aliens like a hot knife through butter (after a couple of power-ups).



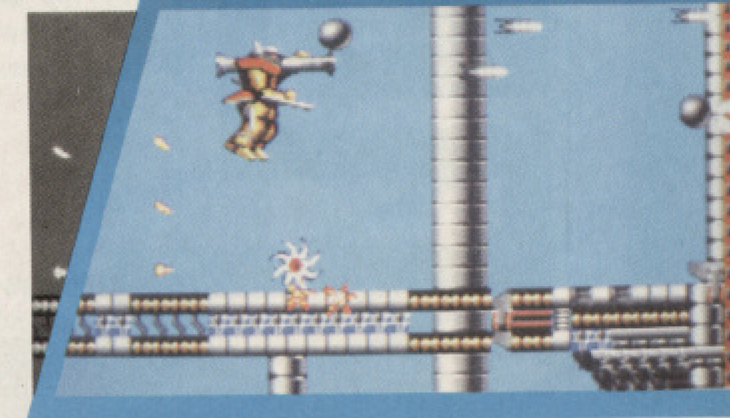
LASER WALL: A smart weapon that spreads out from Turrican destroying everything in it's path. However, it can't go through walls.

GYROSCOPE: Turrican has three opportunities per life to turn into a gyroscope, which doesn't sound very helpful at all. However, this gyroscope is totally invulnerable to all attack!

TURRICAN SHOOTS UP



Later on in the game, Turrican leaves the usual platform-based levels for an action-packed section set in a vertically scrolling tunnel. Here, Turrican's equipped with a jetpack and the objective is just to reach the top of the tunnel. This is made quite difficult however, because there's the ubiquitous load of nasty enemy sprites out to get our robotic hero!



TURRICAN'S BULGING TROUSERS

Turrican's trousers are packed with highly explosive stuff. Here's a quick run-down of the sort of things we're talking about.

CANNON: A very powerful weapon guaranteed to knock the faeces out of any end-of-level boss.



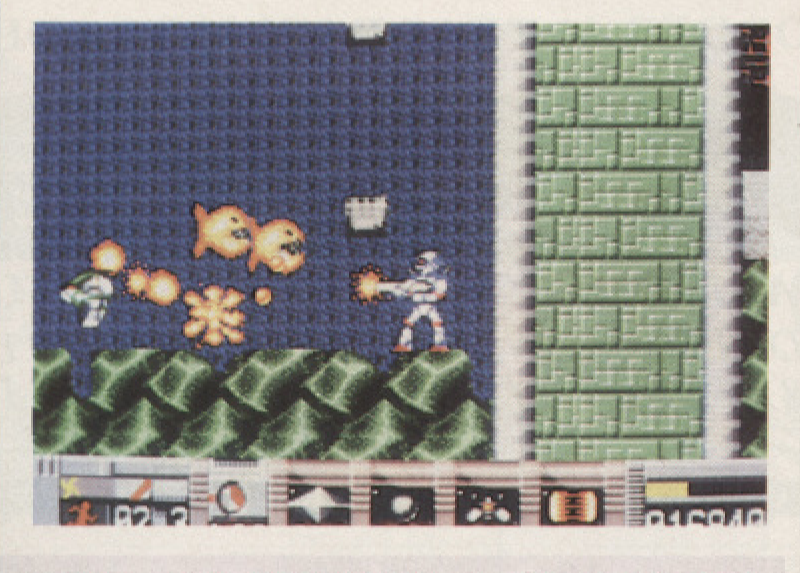


MINES: Guaranteed to make things go with a bang, these things annihilate all ground-based targets on-screen.

YES SIR, ICON BOOGEY

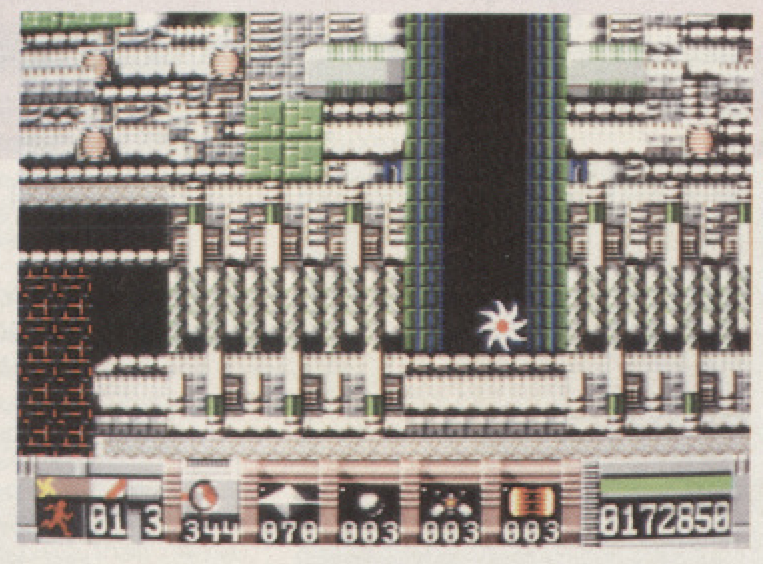
Blasting invisible blocks and certain aliens provides Turrican with collectible icons. The most popular icons are the ones that boost Turrican's ammo, whilst others endow him with extra energy. 1-UPs are also available - guess what they do!





THE ORIGINAL TURRICAN

Turrican was originally an Amiga game published by a company called Rainbow Arts, and coded by Factor 5 - a bunch of German programmers. The game is exactly the same as the version reviewed here, even though different programmers (The Code Monkeys) undertook the Megadrive conversion. A sequel also surfaced from the same company - the imaginatively titled Turrican 2. Both games were warmly received by the press, even though they were incredibly simple to complete to anyone with fairly decent shoot 'em up skills.



COMMENT

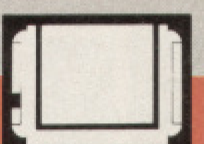
RICH

On the Amiga, Turrican went down extremely well, mainly because it was one of the first games that actually scrolled smoothly. Other than that, it was pretty standard blasting fare. Smooth scrolling isn't such a big thrill on the Megadrive, especially when the graphics being scrolled aren't really that impressive. The gameplay is what counts, though, and even though Turrican is fairly enjoyable, there's plenty of far more exciting platform games on the Megadrive (Spider-Man, Strider or Sonic for starters). The hefty forty quid price tag makes this Amiga conversion five quid more expensive than Sonic! The difficulty level is also very strange. The first sub-level is very difficult, and yet on the next level there's around ten bonus lives to be found - thus making the game far easier! Amiga owners might have lapped up Turrican, but it's pretty standard fare on the Megadrive.



BY: BALLISTIC
PRICE: £39.99
RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 69%
Boring attract sequence and difficult control method.

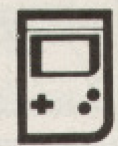
GRAPHICS 71%
Very dull backdrops and mediocre sprites. Only Turrican himself is well animated.

SOUND 72%
Decent blasting effects, but the music is a bit too jolly for this sort of game.

PLAYABILITY 77%
The difficult control method makes getting into the game tricky, especially considering the tough nature of the first level.

LASTABILITY 72%
Turrican is a big game, but after the tricky first level, it gets easier, and it's pretty easy to finish the game with 20 spare lives!

OVERALL 73%
With gameplay tweaks and enhancements, this could have been good. As it stands it's too easy and not exciting enough.



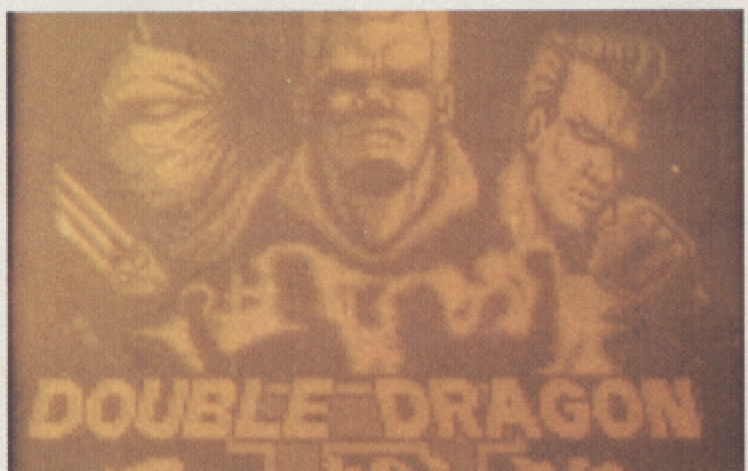




COMMENT

RICH

I bought the original Double Dragon, and although the graphics and sound are far superior, the gameplay itself isn't really that much different. But it's still the best beat 'em up on the Gameboy and will doubtlessly go down a storm with Double Dragon fans.





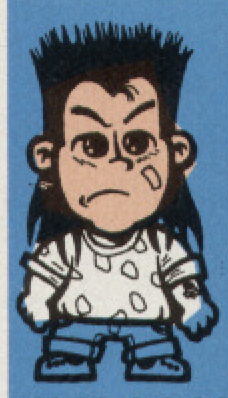


Those Double Dragon boys are back for their second Gameboy adventure. After heroically defeating the Black Gang in the first Double Dragon caper, they decided to hone their martial arts skills by training with the Scorpion gym. They soon become teachers, and the boss, Gordon, takes to the lads instantly...

However, one of the other teachers, a twisted creature called Anderson is jealous of the Dragons' sudden popularity and butchers Gordon's prize pupil - making it seem like the Dragon boys did it. Gordon is a tad annoyed and orders the heroes' immediate execution!

Using a rather bizarre form of logic, the Double Dragons realise that the only way to clear their name is to find Anderson and beat him into confessing his dark secrets. However, the boys have to face up to both the irate Scorpions AND Anderson's personal body guards!

COMMENT



JULIAN

Although the graphics and sound are much improved over the original, this is essentially more of the same, with gameplay that's very similar to the predecessor! Still, if you're not yet bored of the Double Dragon theme and are after a solid beat 'em up - this is the one to get.

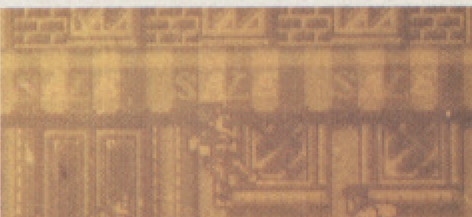


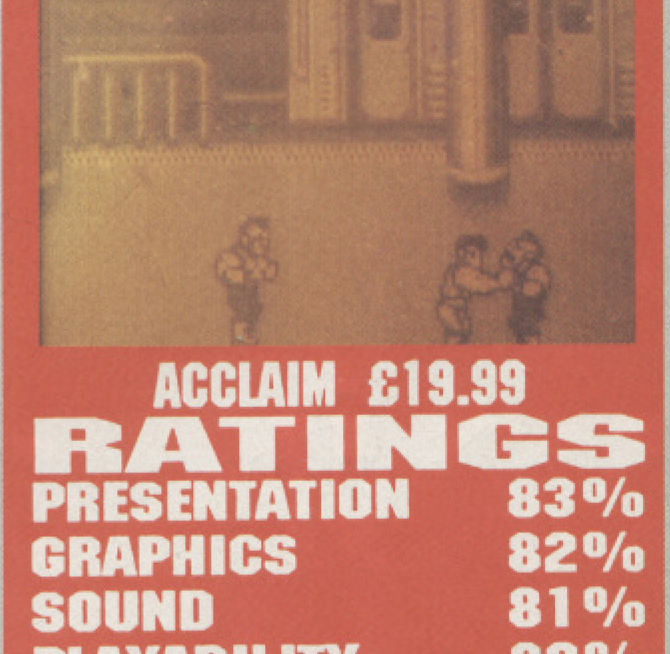
DRAGON ATTACK

A large repertoire of moves are available to the Double Dragon lads, including punches, kicks, head butts and a very strange special move. This move involves crouching down, and leaping up into the air, fist outstretched. Should any enemy sprite get in the way of this, it's curtains!





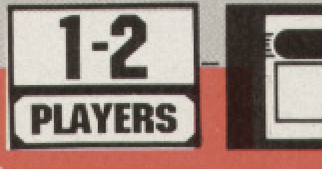


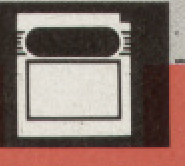


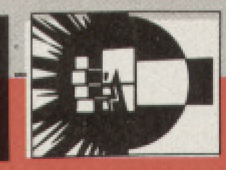
ACCLAIM £19.99

RATINGS

PRESENTATION	83%
GRAPHICS	82%
SOUND	81%
PLAYABILITY	82%
LASTABILITY	80%
OVERALL	81%









SEGA



REVIEW



Those evil Xenites are back, and this time they're twice as deadly! After having their baboon asses well and truly dusted in Xenon I (which never appeared on the consoles in any form at all), they retreated and regrouped, coming up with an even more dastardly plan for universal domination!

And what a plan it is! Their new blueprint for cosmic domination involves striking at the heart of the Earth Empire by blowing up massive bombs throughout the planet's past history, thus making it an easy target in the future. To give their dangerous scheme an even bigger chance of success, they've also deposited massive laser-spewing forces to guard the bombs, along with gargantuan end-of-level bosses!

As you may have gathered, behind the scenario lies a vertically scrolling shoot 'em up, boasting three levels of explosive blasting mayhem all backed by a Master System version of Megablast - the ball-bouncingly brill Bomb The Bass theme tune!

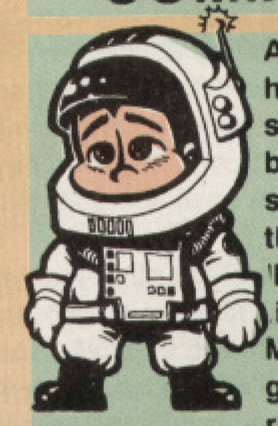






▲ *Shoot the icon container to release the goodies!*

COMMENT



JULIAN

As you must have already seen for yourself by looking at the screenshots on this page, Xenon 'I is one of the inest-looking Master System games yet released. Its gorgeous, beautifully coloured graphics make it look just like a 16-bit game - the backgrounds and sprites are all utterly stunning! And the game's not just a visual





BOMB THE BASS: THE FACTS

Xenon II features a Master System rendition of Bomb The Bass' Megablast tune, as taken from their Assault on Precinct 13 album (and the Megablast tune itself is derived from the theme tune of the movie of the same name!). Considering the Master System's limited sound chip, this ker-azy remix isn't that bad. Bomb The Bass have a new album on the shelves now called Unknown Territory that features their recent single Winter in July. Bomb The Bass are also one of the first bands to make use of the Roland surround-sound system - a method of creating "3D sound" using ordinary stereo speakers!



XENON 2 MEGABLAST



Catch the Z icon to blow up everything on-screen!

knockout, either. It's addictive and enjoyable to play, with three long and challenging levels to keep blasting fans happy. I don't think it'll take particularly long for shoot 'em up experts to finish the game, but it's of such high quality that you just want to keep on going back to have another blast. The Master System game range, although huge, isn't exactly bulging at the seams with really high quality shoot 'em ups, so if you're a blasting fan make sure that you don't miss this.

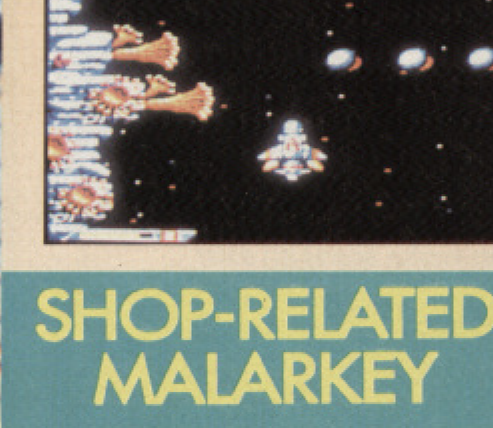
SHOOTING WEAPONS

There are many different weapons available to the Xenon pilot in the game, each divided into the weapon categories you see before you:





The bog-standard weapon for the Xenon craft. Power-ups provide a faster firing weapon, which can also release more powerful shots. This weapon is also available in side and rear-firing forms.



OK WHAT DO YOU WANT TO BUY !

SHOP-RELATED MALARKEY

At the end of each level, after the boss has been defeated, the Xenon craft docks with the Intergalactic Shopperama where weapons are bought and sold. However, the shopkeeper is a bit of a stinge - offering about half the original asking price for second hand gear!

MODULE WEAPONS



Up to four modules can be bolted-on to the ship, and these can be any combination of lasers or cannons - it all depends on how you choose to spend your cash!

CANNON



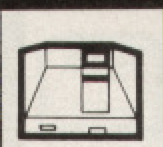
Exclusively available from the Intergalactic Shopperama, this cannon locks on to the front of the fighter in place of the projectile weapon, although you can buy extra side-mounted cannons as well! Cannons can be powered-up to shoot off a far more powerful projectile.

LASER

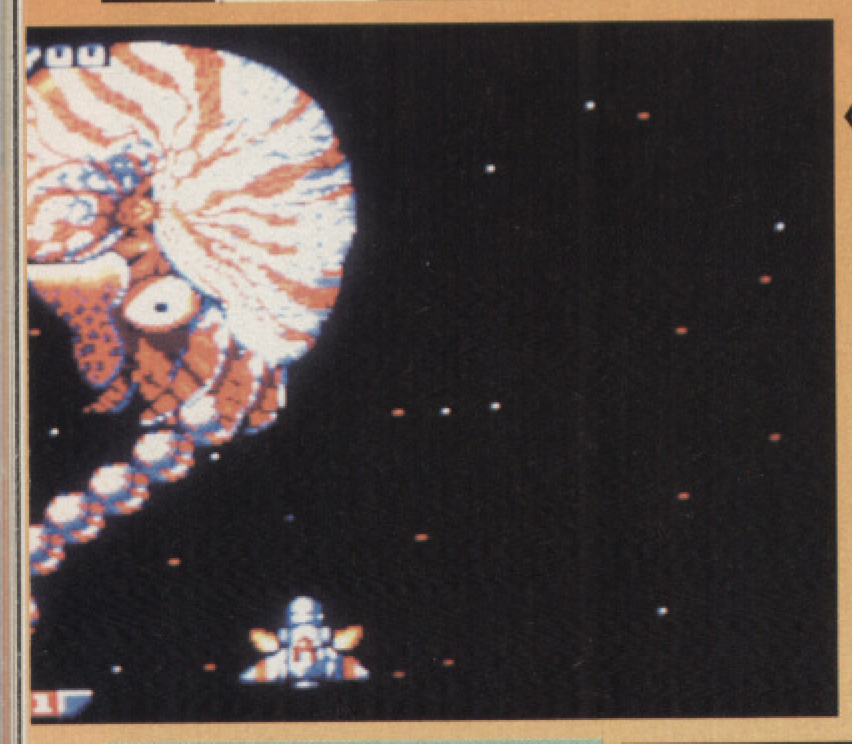


Another weapon that you pick up first at the Shopperama, this laser cuts through all foes in its path, although it's slower than the cannon. Like the cannon, it's annihilation potential is greatly increased through the use of power-ups.





REVIEW



THE END-OF-LEVEL CHALLENGE

Not surprisingly for a vertically scrolling shoot 'em up, there's a massive end-of-level boss just waiting to give your monkey ass a good busting-and-a-dusting. The first such repellent creature (as pictured) is a large shellfish-type abomination, requiring many hits in the eye before it obligingly kicks the bucket.

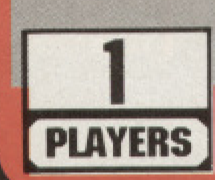




BY: MIRRORSOFT

PRICE: £TBA

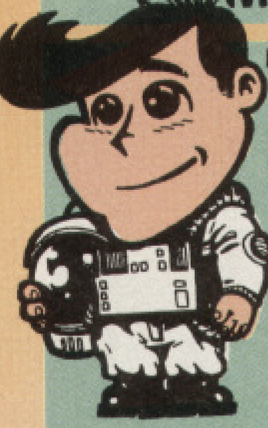
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: PRETTY GOOD







COMMENT

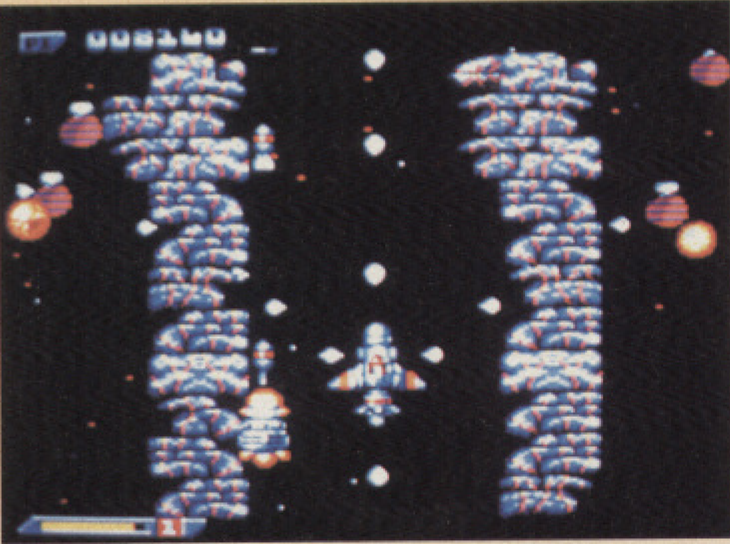


RICH

I know that vertically scrolling shoot 'em ups are something of a rarity on the Master System, and while Xenon II holds lots of promise, it's a tad lacking in the excitement department, simply because of the game's pace. Even with no bolt-on weapons attached and hardly any enemy sprites on-screen, the action is just a tad too slow for my liking. This isn't to say that Xenon II is a bad game, because it's still quite addictive and there's a strong urge to see the next level and all the weapons. In fact, the sheer variety of weapons increases the lastability of the game. Once you've completed it, you'll want to do it again with different armaments! That should take a while though, because this is a very challenging game - it took me a fair few goes just to crack the first level! The other thing on Xenon II's side is that it is probably the best-looking and sounding Master System shooter, (though a few more sound effects in the MUSIC OFF mode would have been welcome). There's no doubting that all you starved Sega blast fans will love it, so what are you waiting for? Get down to your software store and give it a whirl!



▲ *The ship's attacked on all sides!*



▲ *A well-armed ship kicks monkey ass!*



PRESENTATION 77%

Well-presented during the game, although the opening sequence is a little dull.

GRAPHICS 93%

Some of the finest backdrops and sprites ever seen in an 8-bit game.

SOUND 80%

The Master System's version of the Bomb The Bass soundtrack isn't bad, although the sound effects are lacking.

PLAYABILITY 88%

Although it's a bit slower, Xenon 2 has all the playability of its 16-bit brother.

LASTABILITY 79%

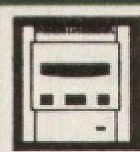
Only three levels, but the enjoyable action, along with the sheer variety of weapons is enough to keep you coming back.

OVERALL 84%

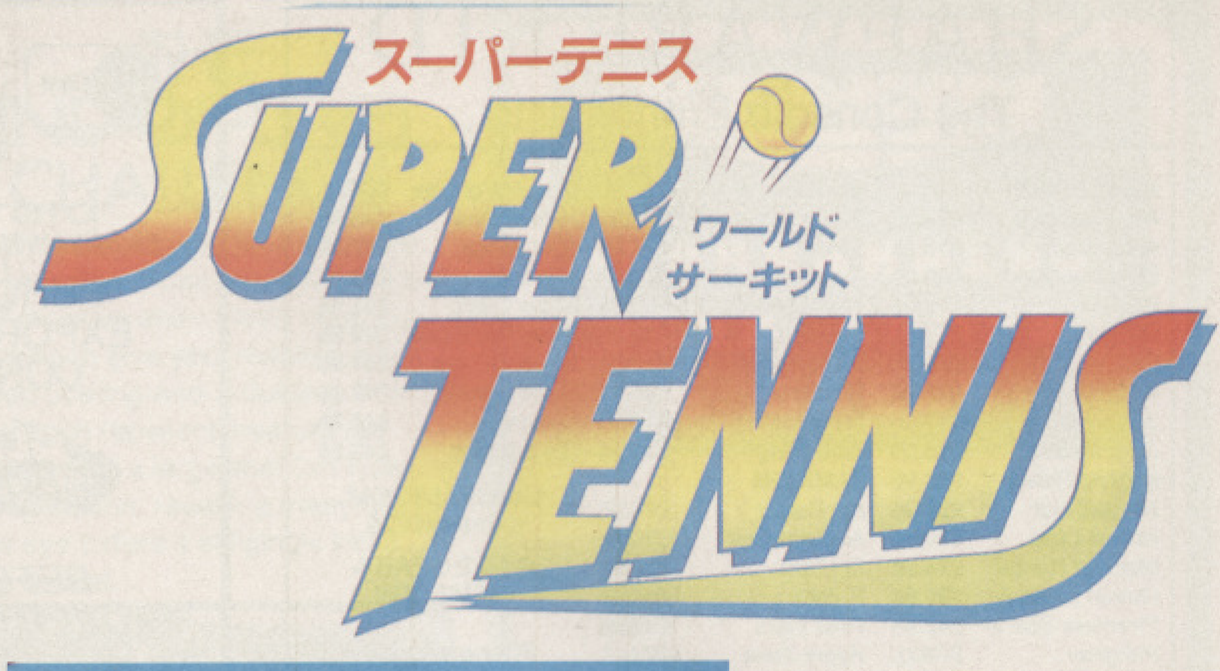
One of the finest Sega shoot 'em ups available. Highly recommended,



FAMICOM



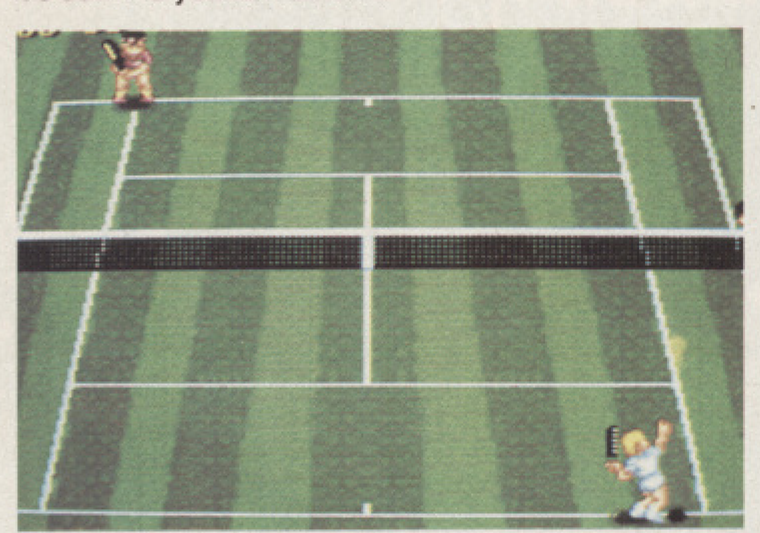
REVIEW

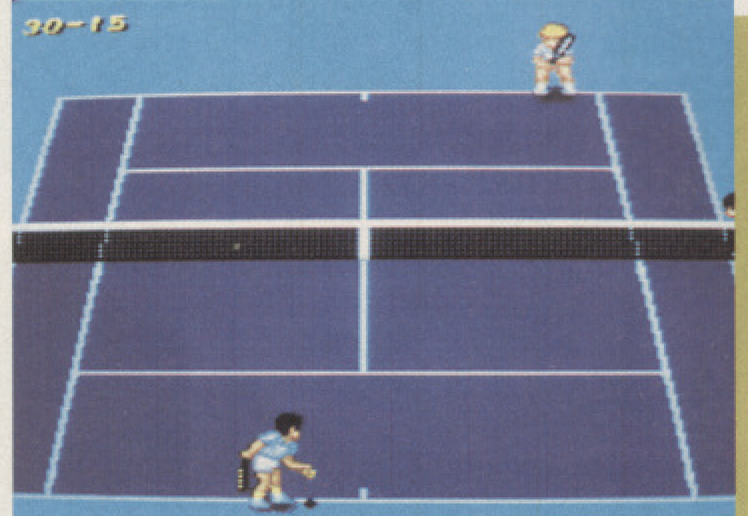


Fancy yourself as a bit of a Becker? Or perhaps the top-ranked super skills of Steffi Graf are more your style. This latest Super Famicom cart enables couch potato armchair athletes to participate in the sport where grunting loudly in a very upsetting manner is every bit as important as winning the points.

Super Tennis provides you with every manner of tennis court known to man, along with cute players, ball boys and umpires, along with computerised opposition (if you're playing in one-player mode). Also included are digital representations of the top players in the tennis world, so look out for the likes of Obekka, Lendou and Guraffe (no prizes for guessing the names of their real life counterparts). Plenty of lesser players are also included, some of whom only appear in the Grand Slam tournaments.

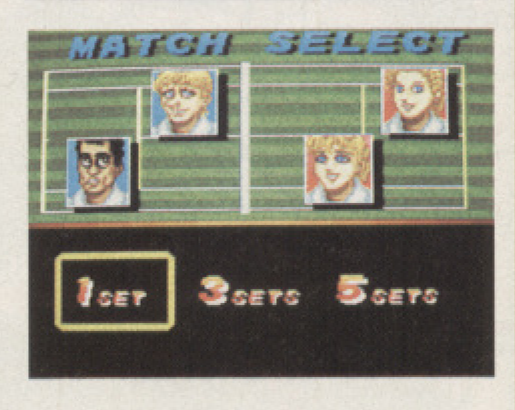
With the aid of an excellent control method, just about every kind of shot is possible in Super Tennis. It's down to you to master it!

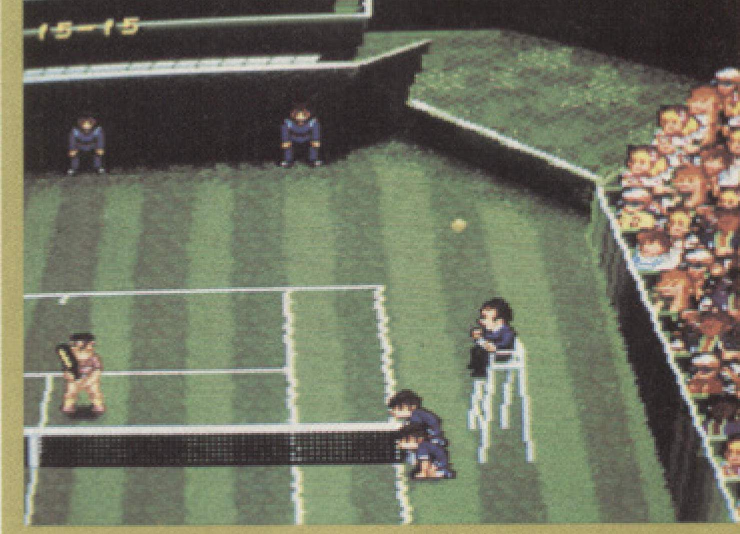




SHOOTING BALLS

Each of the control pad's four buttons produces a different shot in Super Tennis. Choose a shot in conjunction with the directional pad and you alter the ball's trajectory. Included in the shot line-up are the likes of lobs, slicing stun shots, straightforward returns and top-spin shots.





THANKS TO...

Thanks to Advanced Console Entertainment for supplying us with a review copy of this game. If you want more information about the game, call them on 071 383 0480.

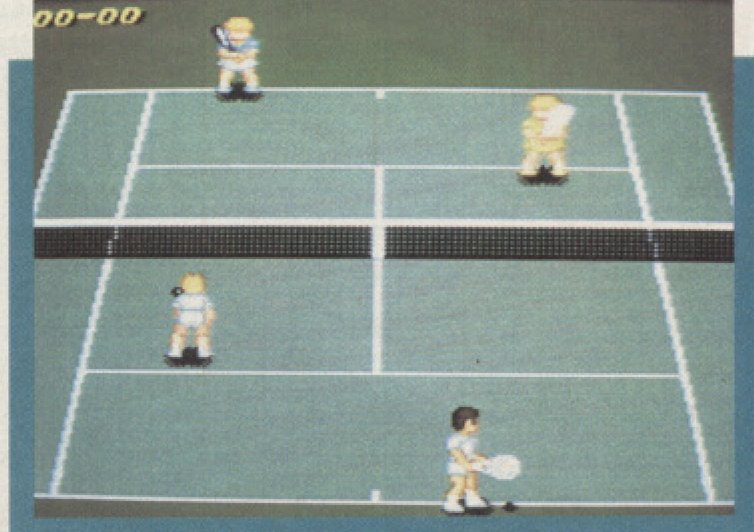


Pressing SELECT before one of the players serves gives you the in-game stats, which provides you with a detailed breakdown of each player, Wimbledon-style. Also present are some more interesting figures like how many aces you've served in the game. This screen also appears at the end of each set.

COMMENT

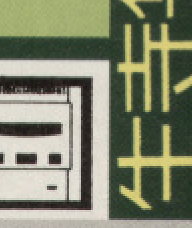
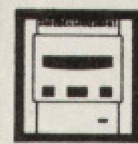
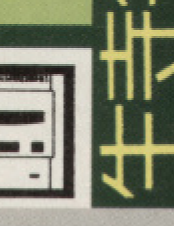
JULIAN

With its intuitive controls, fast action and utterly realistic gameplay, Super Tennis is the finest simulation of the sport ever produced. It's got great graphics and sound (the caricatures are brilliant - my fave's Wagassi), but it's the sheer pace and playability that makes this a classic sports game. It's horribly addictive in one-player mode, and for two-player thrills and spills it ranks alongside Kick Off 2, John Madden's and Ice Hockey as one of the best. It caused the entire office to grind to a standstill, with constant challenges being issued and grudge matches being played (even now, as I write this I can hear Rich cussing his head off with frustration because he's getting his monkey ass busted by Gary). I don't think I need to tell you this, but I will anyway - if you're a Super Famicom owner, get it.



FOUR PLAYER ACTION

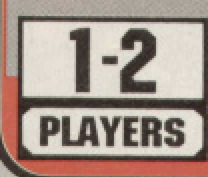
One of the many options in Super Tennis is the doubles mode, which puts four players on the court ready to battle it out. The rules remain much the same, except that the whole court can be used in play, including the two strips on either side of the court.

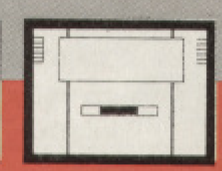






SUPER TENNIS
tonkin house
©1991 TONKIN HOUSE

BY: TOMKIN
PRICE: £45.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: MEGA






THE WORLD CIRCUIT

Selecting the World Circuit option at the beginning of the game enables you to compete in just about every major tennis championship in the world, including the US Open and everyone's favourite, Wimbledon. Play is much the same as in the straight one-player mode, except that a wider variety of courts are used. There aren't any doubles matches either to clutter things up.



COMMENT


RICH

Super Tennis looks and plays very much like Final Match Tennis on the PC Engine, which is no bad thing as that was the best tennis game ever. I say "was" because Super Tennis is vastly superior in a number of aspects. First of all, the Famicom's 3D chip is used to good effect to give a brilliant tennis court that features stunning scrolling. Add in the myriad of extra options and you've got the greatest tennis sim ever. The vast amount of players to choose from is also a welcome addition and the two-player option also adds an extra special ingredient. Serving an ace to the outrage of your "pal" has a particularly satisfactory feeling, especially if it's Gary Harrod you're playing (ha!). The icing on the cake is the exclamations the players make. After winning an arduous rally, players scream "yeah!", but if they muck it up they say something a bit ruder... Super Tennis is yet another essential buy for the Super Famicom, and ranks highly in a league featuring all the classics, including John Madden Football, Kick Off and EA Ice Hockey.

PRESENTATION 92%
No Japanese text whatsoever, but loads of options to tweak, right down to the ball colour!

GRAPHICS 91%
Super smooth scrolling and exceptional (and recognisable) sprites.

SOUND 93%
Superb on-court samples and some speech courtesy of the umpire.

PLAYABILITY 95%
You'll be instantly addicted to the mega-realistic action...

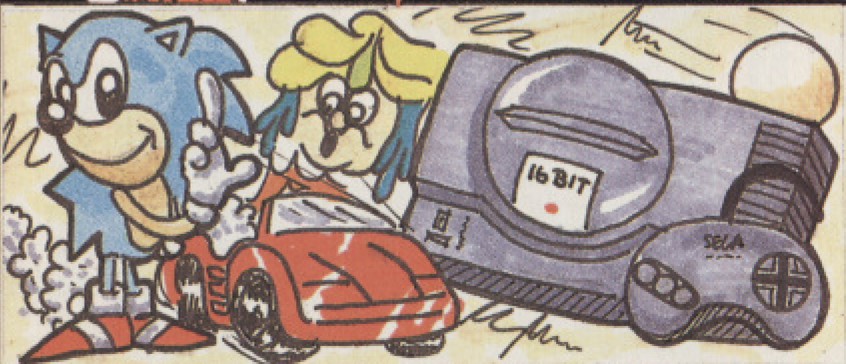
LASTABILITY 93%
...and the two-player option, coupled with the vast amount of players to choose from make this a long-lasting classic.

OVERALL 93%
The very finest tennis sim available - far better than any arcade, computer or console effort yet seen!

NO CLUB TO JOIN~JUST GREAT PRICES



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TRADE IN PRICE **£99** CALL FOR DETAILS OR + ALTERED BEAST + FREE JAP TO UK ADAPTOR WITHOUT TRADE-IN **£119.99**

TITLE	NEW	USED	TITLE	NEW	USED
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ALEX KIDD	27.99	14.99	MYSTIC DEFENDER	29.99	14.99
AFTER BURNER 2	29.99	19.99	MOONWALKER	29.99	19.99
BUDOKHAN	34.99	19.99	MICKEY MOUSE	34.99	24.99
BATTLE SQUADRON	34.99	22.99	P.G.A. GOLF	34.99	24.99
CRACK DOWN	29.99	19.99	POPULOUS	34.99	24.99
DICK TRACY	34.99	19.99	RAMBO 3	27.99	19.99
ESWAT	29.99	19.99	REV. OF SHINOBI	29.99	22.99
FORGOTTEN WORLD	29.99	14.99	SUPER MONACO	32.99	24.99
GHOSTBUSTERS	29.99	19.99	STRIDER	37.99	24.99
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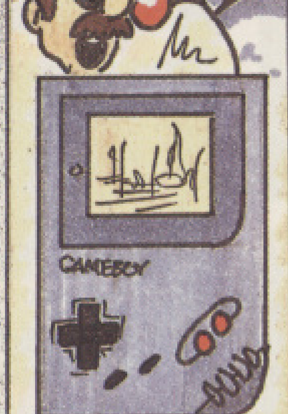
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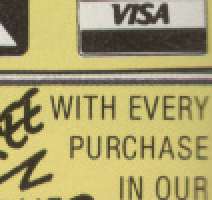
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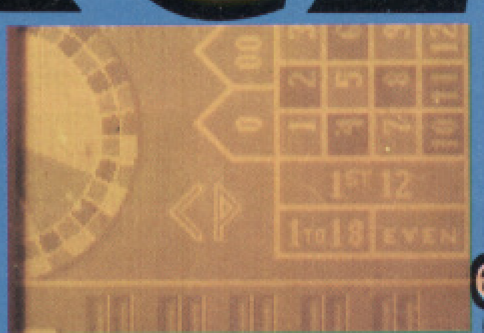
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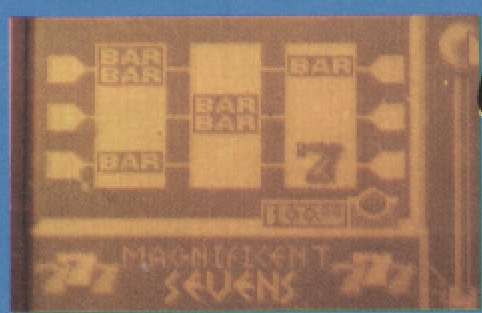
CAESAR'S PALACE

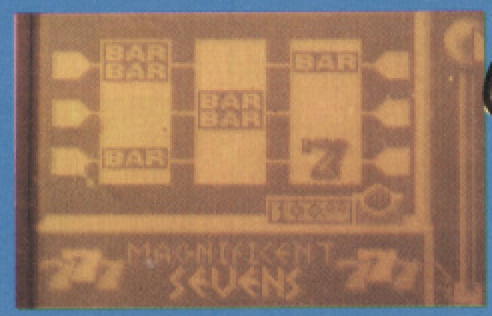
Here's the opportunity to have Caesar's Palace in Las Vegas in the palm of your hand, and you don't have to throw away massive amounts of money to quell that gambling hunger! This Gameboy cartridge is officially licensed from the best gambling den in the world and features many of the games played inside its hallowed walls, albeit in a digital form.

The aim of the game is simply to make money by participating in numerous gambling-related games. These range from one-armed bandits (there's lots of different sorts, so you can place a stake up to $100 in some, whilst the lower stake machines will only sting you to the tune of $1!), roulette wheels and card games.

You start the game with $1000, but you need to leave Caesar's Palace with $1,000,000 in order to break the bank and finish the game!







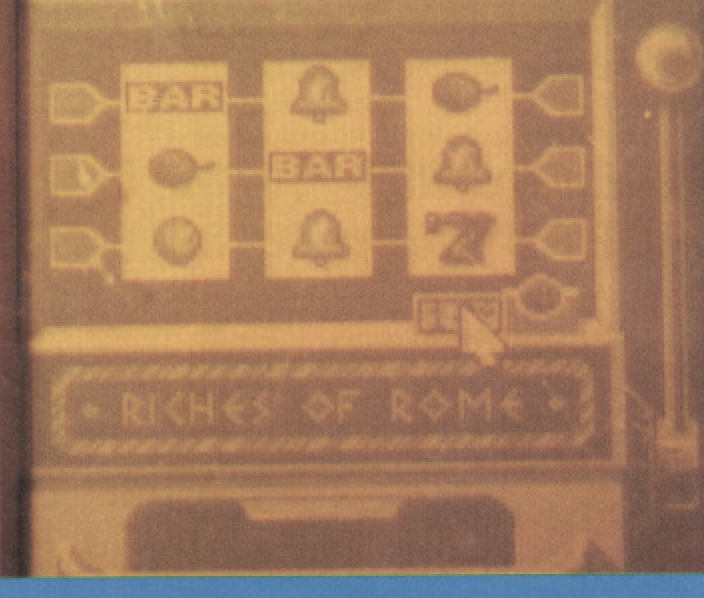


COMMENT



JULIAN

I first played this on a plane journey to Chicago, and got so engrossed the hours simply whizzed by! The blackjack game is superb on its own - but there are a whole load of fruit machines, poker machines, a wheel of fortune AND roulette tables too! Caesar's Palace is an unusual, unbelievably addictive game - if you think gambling games are a waste if time, try this out and see just how wrong you are.





GAMBLE SERIOUSLY OR PIDDLE ABOUT

Choosing all of the different games is made possible by running your pointer around the plan view of Caesar's Palace and clicking on the game you wish to visit. Click on the toilet, and you're given a view of the toilet door, and button A is used to "do the business", as it were.

COMMENT

RICH

Computer gambling games are usually incredibly pointless, simply because your winnings aren't transferred into real money! However, Caesar's Palace is so well presented and the games are so frustratingly addictive, you'll be at it for ages, and it's certainly a lot more refreshing than the bog standard platform games we tend to get on the Gameboy.

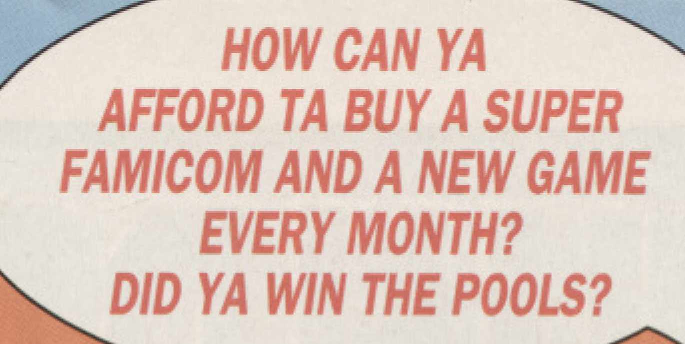


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RATINGS

PRESENTATION	93%
GRAPHICS	90%
SOUND	87%
PLAYABILITY	92%
LASTABILITY	91%
OVERALL	91%

1 PLAYERS





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THUNDER

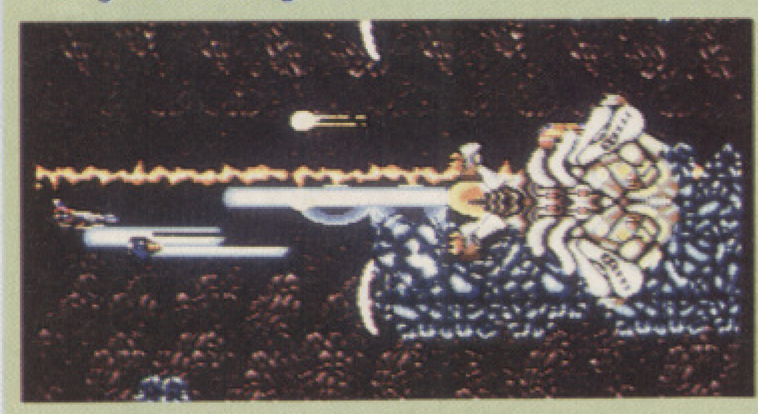
Those Thunderforce lads are back, and this time they're taking no crap - especially from the massive Orn Empire task force that's taken over a whole sector of Earth Space. Since their last dangerous adventure on the Megadrive, they've upgraded their ships to carry even more weapons and thus give those Orn scum even more opportunity to have their bottoms soundly thrashed out of this dimension.

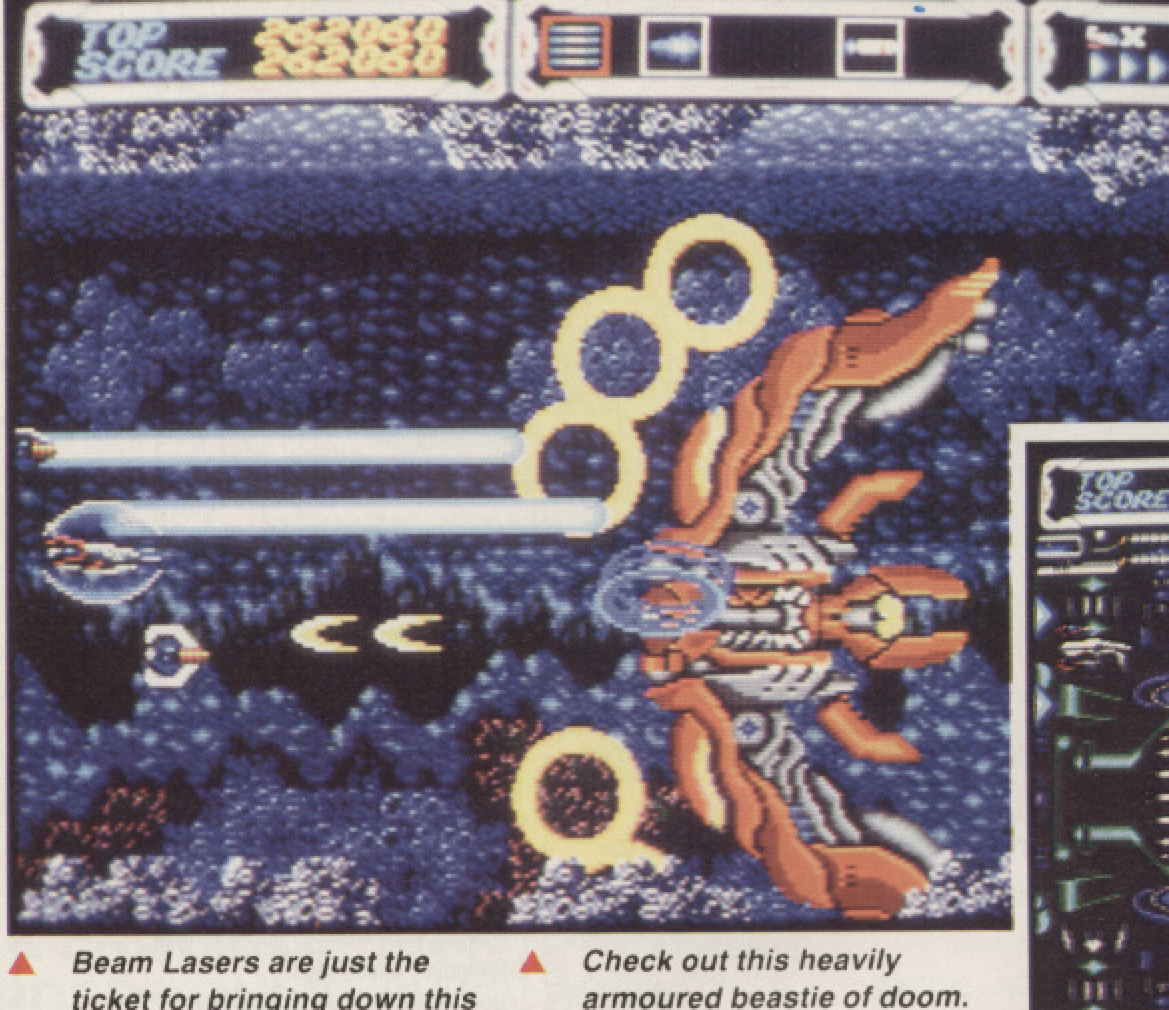
Unlike Thunderforce II, which was, for the most part, viewed from above and scrolled in eight directions, Thunderforce III is a more traditional R-Type style horizontally scrolling shoot 'em up. As usual for this type of game, it features plenty of bolt-on weapons and massive end-of-level bosses!

The object is pretty simple. Just blast anything that moves, or anything that looks as if it's about to and if it isn't, blast it anyway because it might. Just be sure to guide that ship out of the path from the enemy flak, because those slimy Orn beings don't take kindly to you destroying all their plans for cosmic domination.

HAIDES

The action moves underground as the Thunderforce fighter takes on the might of the Orn Empire's underground contingent.



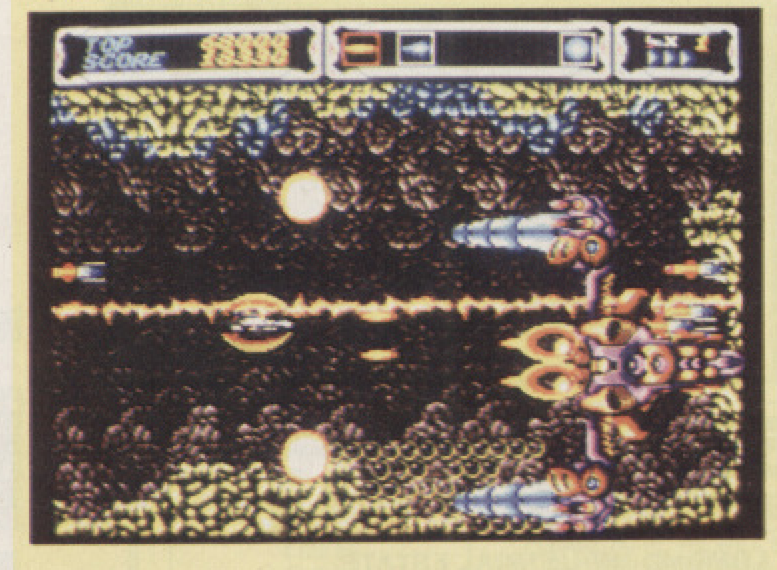


▲ Beam Lasers are just the ticket for bringing down this aqua-based meanie, but wtach out for its lasers!

▲ Check out this heavily armoured beastie of doom. He appears during the last level!

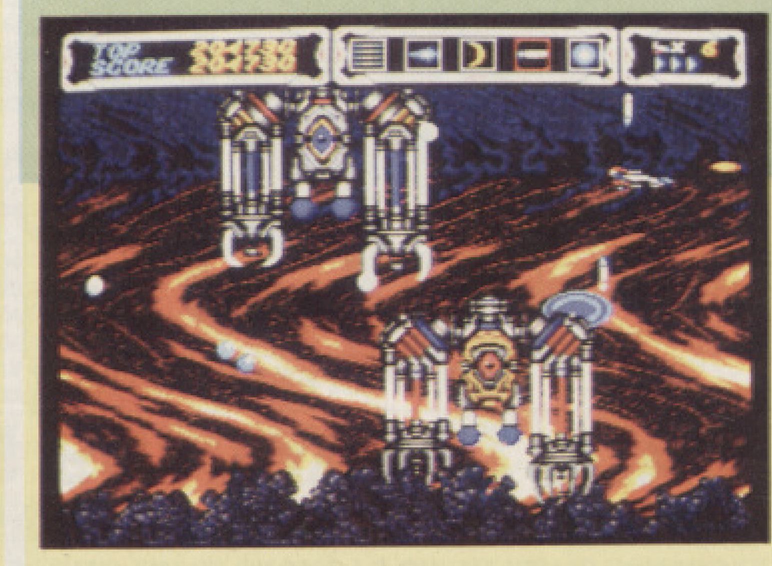
TARGET GIANT LOBSTER

Claws of doom are out to crush your Thunderforce fighter courtesy of this giant lobster. Just shoot out its eye and it's history.



GORGON

Your eyes may be screwed up by the bizarre background fire effect, but you still have to watch out for the sudden volcanic eruptions AND the enemy craft!

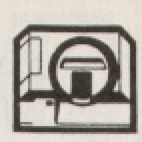




▲ Pretty serious kit, eh?

TARGET TWIN VULCAN

The Orn Empire have certainly pulled out all the stops! This beastie is one mean mutha, but seek out and destroy the search radar to bring it down!

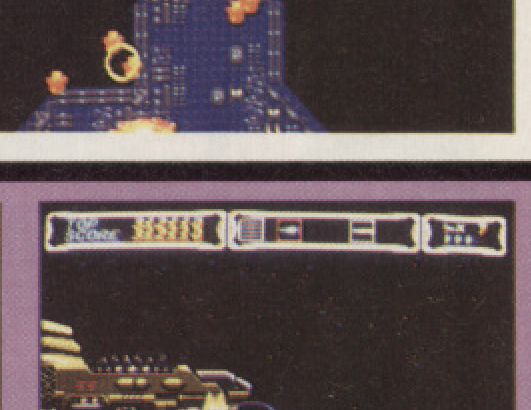






FORCE TOO

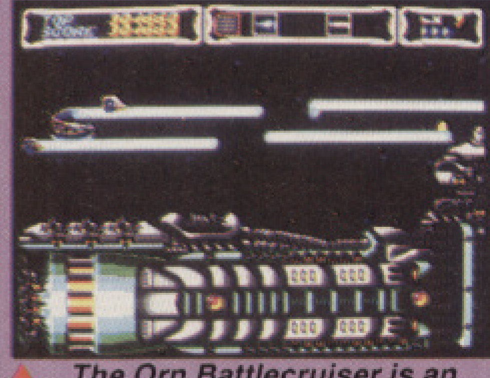
Thunderforce II was reviewed way back in issue one of MEAN MACHINES, where it received the handsome mark of 82%. It's different from this sequel in that the action is divided between overhead scrolling action and the same type of horizontally scrolling blasting action as seen here. If you're after a good blast it's worth a look, although you're better off going for a later game like Hellfire or Gynoug - or even Thunderforce III!



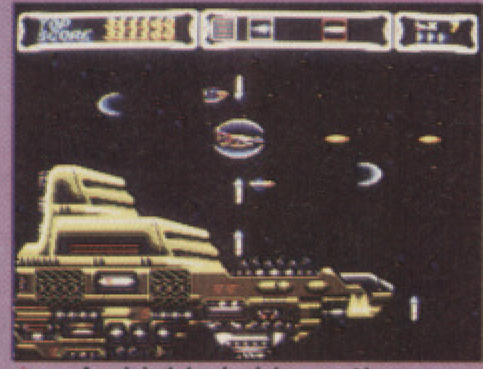
The Thunderforce has picked up a protective

SHOOTING TOOLS

Thunderforce III certainly gives you the tools to get the job done, as it were. Included in the Thunderforce armoury are the likes of bog-standard pea-shooter weapons, powerful beam weapons, ground-hugging missiles and alien-busting ripple lasers. Once collected the weapon remains with your craft and can be selected at will. The Thunderforce ship carries five weapons at once. However, should you lose a ship, you stand to lose one of your weapons - probably the one selected when you bit the dust. Readers of the Tips Section will probably know of the cheat that endows your fighter with all of the weapons available!



The Orn Battlecruiser is an entire level!

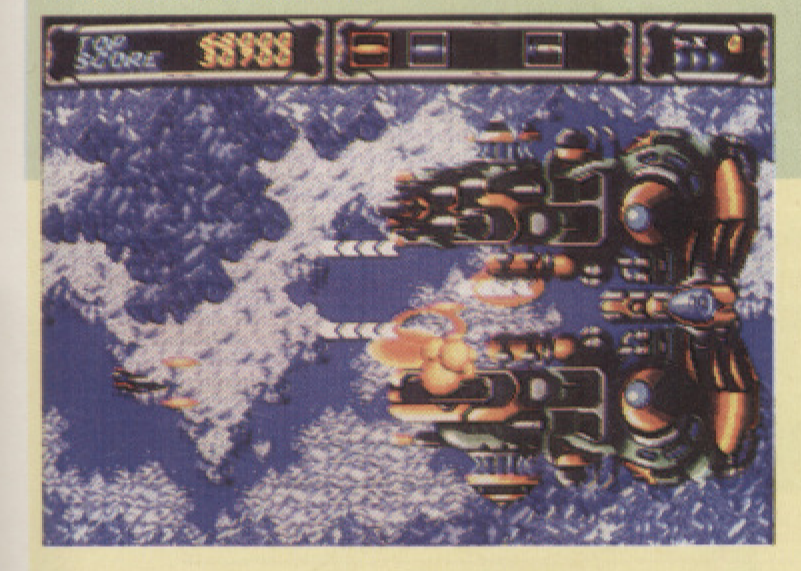


A shielded ship on the offensive!

A pretty lethal weapon, yes?

ELLIS

The alien carnage moves to the ice world of Ellis, where the explosion-laden action takes place above a fast scrolling mountain range. The landscape's lethal to the touch, so watch it!

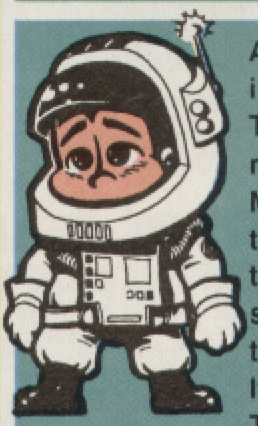




TARGET MOBILE FORT

As you can see from the picture, this is seriously heavy kit out to dust your monkey ass. Concentrate your fire on the fort's control unit to destroy it.

COMMENT



JULIAN

Although it's been available on import for over a year, Thunderforce III is still one of the most technically stunning Megadrive blasters around. From the shimmering fiery backdrops of the volcano planet to the super-smooth parallax scrolling on the ice world, it's a graphical treat. It's not just a pretty face, either. Thunderforce III is tough and challenging. Obviously not on the easy level - any half decent blasting fan should be able to shoot their way through to the end of the game in a few sessions - but on the more difficult levels, where the action is bonkers and you have to fight through a constant barrage of bullets and baddies! If you're after a good shoot 'em up, check this out. Along with Hellfire and Gynoug, it's one of the best blasters available on the Megadrive.

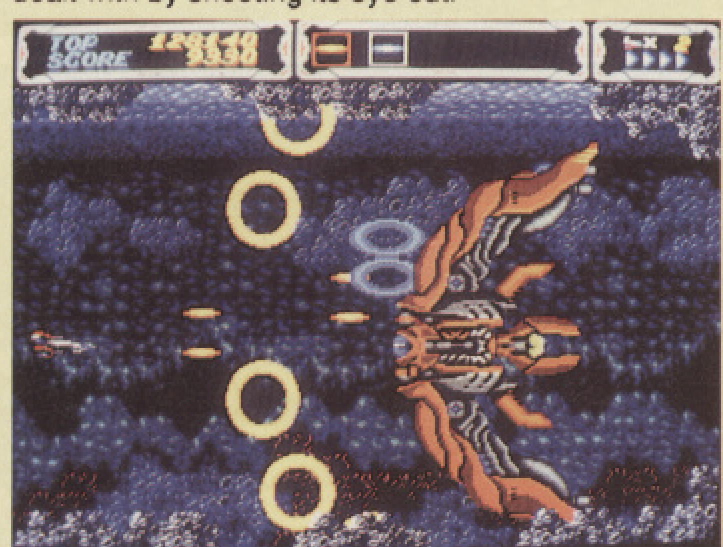
SIEREN

The underwater world of Seiren is the Thunderforce fighter's next stop. The fighter's handling is affected by the rising bubbles, so beware!

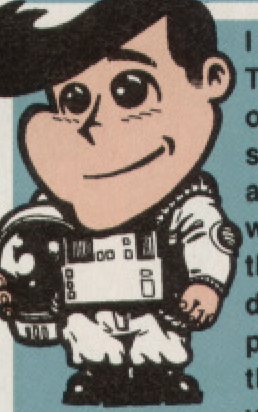


TARGET KING FISH

The Orn Empire is laying on the aqua-enemies thick and fast! Just like the Giant Lobster, the King Fish is dealt with by shooting its eye out!

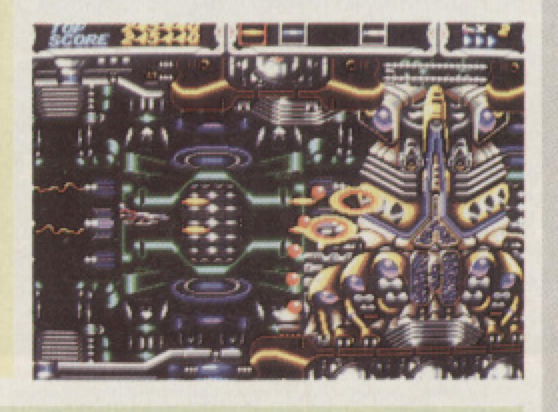


COMMENT



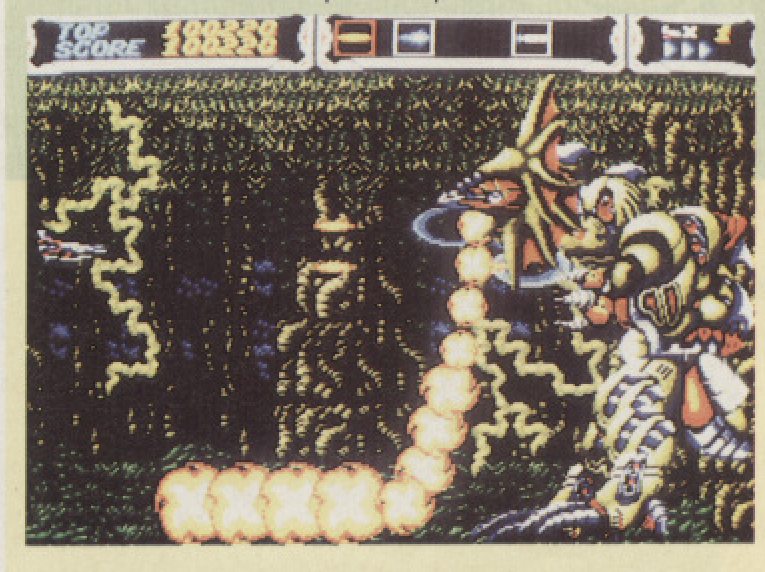
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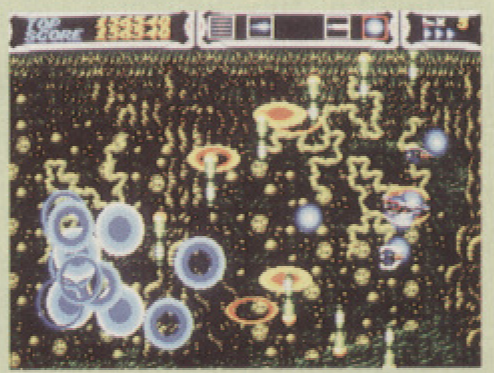
I first played Thunderforce III on import when I started at CVG, and thought it was a megablast that simply demanded purchase. Well, that was over a year ago. Since then Thunderforce has aged quite a bit and isn't quite as good as some of the shoot 'em ups that followed (Gynoug and Hellfire spring to mind). There's no denying that graphical quality of the game still remains superb, and the sound is pretty good, but it's playability that counts, and though Thunderforce is good, it could have been better. People out for the best blast on the Megadrive should go for one or the other of the games I mentioned earlier, but if you can't get your hands on either, Thunderforce III is a worthwhile substitute, packing a powerful punch in the shoot 'em up stakes.



HYDRA

This forest world should be your first stop. It's a relatively short level shrouded in heavy foliage that contains some hidden power-ups.





TARGET GARGOYLE

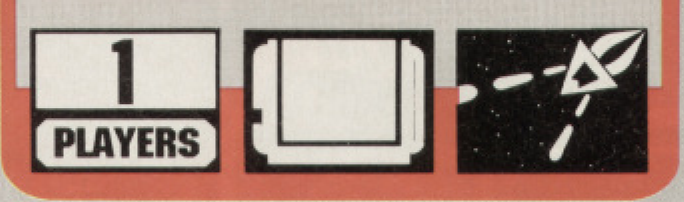
This massive gargoyle-like boss is your first target. Aim your death-bringing photons at its stomach to inflict damage and save the day.



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PRESENTATION 84%

Pretty decent levels of presentation throughout the game, including a limited level select.

GRAPHICS 91%

Stunning graphic effects for each level and brilliant end-of-level bosses.

SOUND 88%

Good explosive effects and catchy music.

PLAYABILITY 90%

Fast 'n' furious shoot 'em up action that's well addictive.

LASTABILITY 85%

Eight levels to conquer, and three difficulty levels to sustain interest.

OVERALL 86%

An addictive blast which features stunning visual effects. Check it out.



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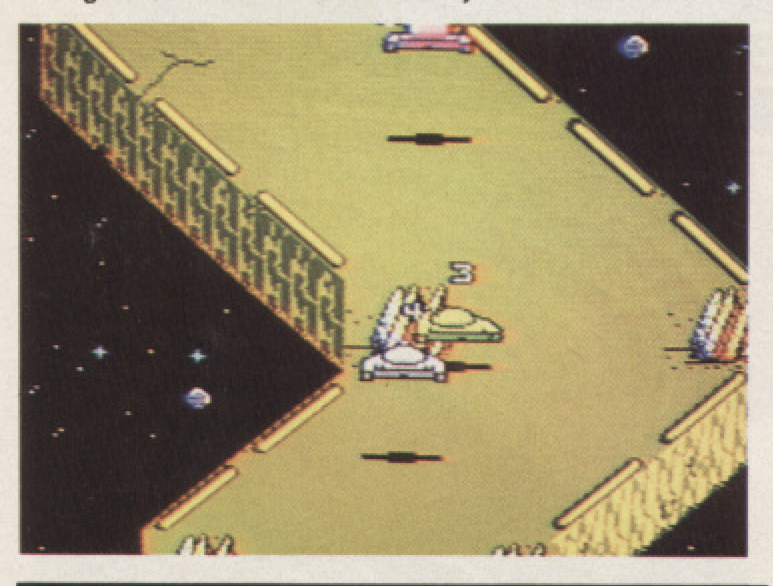
GALAXY 5000

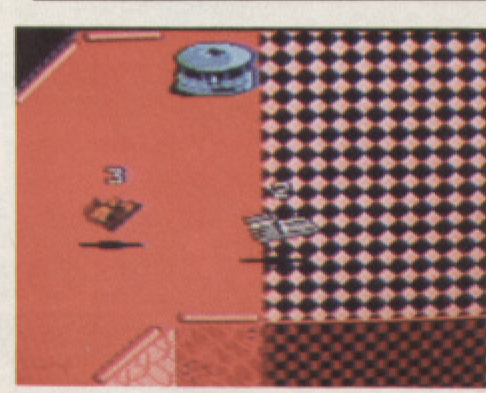
You're a mean customer, a real hard case. You live for the speed, excitement and explosions of the fastest, most violent sport going. Galaxy 5000 is the name of the game - the ultimate successor to 20th century Grand Prix.

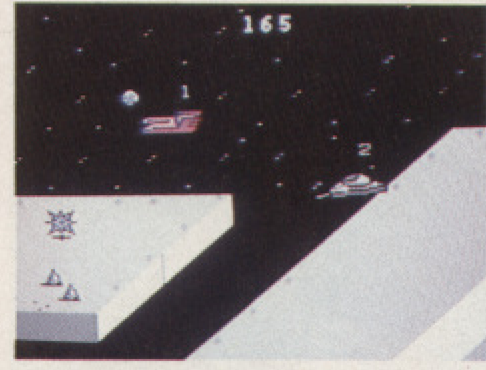
The action takes place on specially developed outer space tracks, orbiting high above each planet in our solar system. The racers drive the fastest form of transport known to man. These armour-clad turbocraft are designed to give the most powerful performance in the harsh conditions. They're also equipped with jump abilities, which make it possible actually leap off the surface of the track, be it to avoid ground hazards (like mines) or to make short cuts on the track simply jumping through space!

There are four sub-races to each level and the going gets progressively more difficult with each race. Extra hazards and more powerful weapons are put up against you - including the likes of massive cannons, out to blast your turbocraft into its component molecules!

So, now you know the gen. Reckon you're good enough to take on the best Galaxy 5000 has to offer?





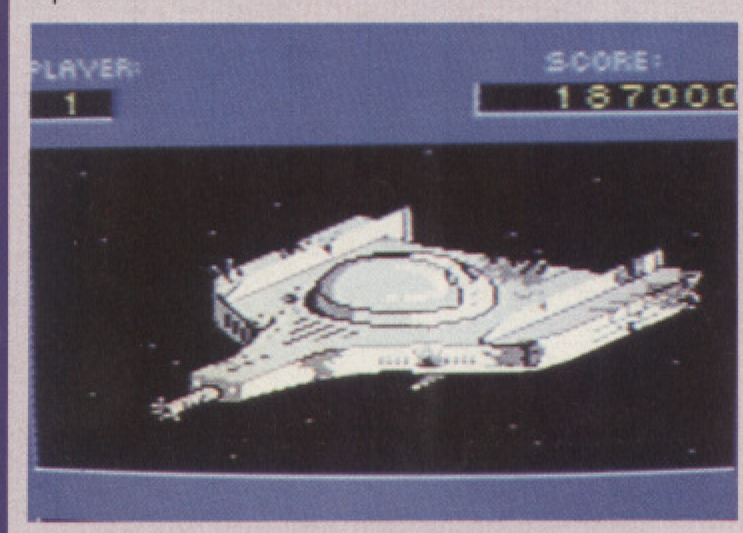


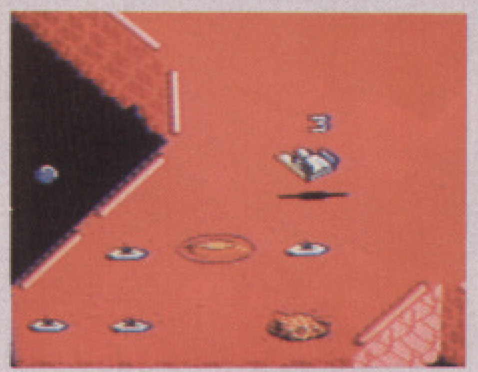


On the Earth's starting grid!

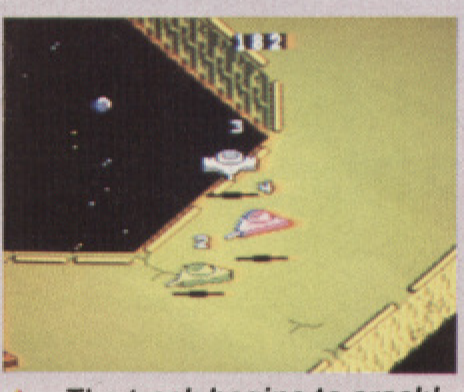
REPAIR OR REPLACE?

At the end of the race, your winnings are added to your account and you're taken onto the spending screen. Here you can purchase a new craft, or repair the one you've got. The repair screen is quite novel in that it graphically depicts the extent of the damage, and as you spend money, the damage is gradually repaired.





Watch out for those deadly mines! Arrrgghh!



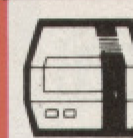
The track begins to crack!

COMMENT

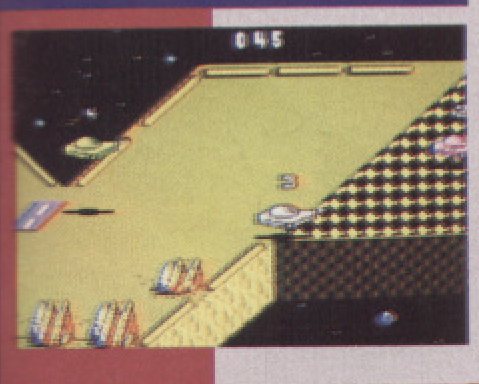


JULIAN

Although it might not look much, Galaxy 5000 is simply brilliant! It starts off really easy but quickly powers-up to a deadly, no-holds-barred barge 'em out - which is just how I like my racing games! RC Pro Am was like that but whereas that got a tad boring after a while, Galaxy 5000 gives you a real sense of progress by giving you different turbocraft to fly and increasingly hazardous courses to test your accelerator on. Your opponents also race harder the further you get into the game, leaping maniacally across corners wherever they can, and forcing you to do the same to keep up! The presentation screens showing the very square-looking turbocraft aren't as impressive as they could have been, but the game graphics make up for all that. They're really fast and smooth, and they're complemented perfectly by the sampled "'Scuse me!", "Watch it!" and "WAH-WAIIIEEEE!" sound effects. Activision have come up with the best Nintendo race game yet seen, and I just can't wait for their next set of releases, which includes Die Hard and Ultimate Air Combat!

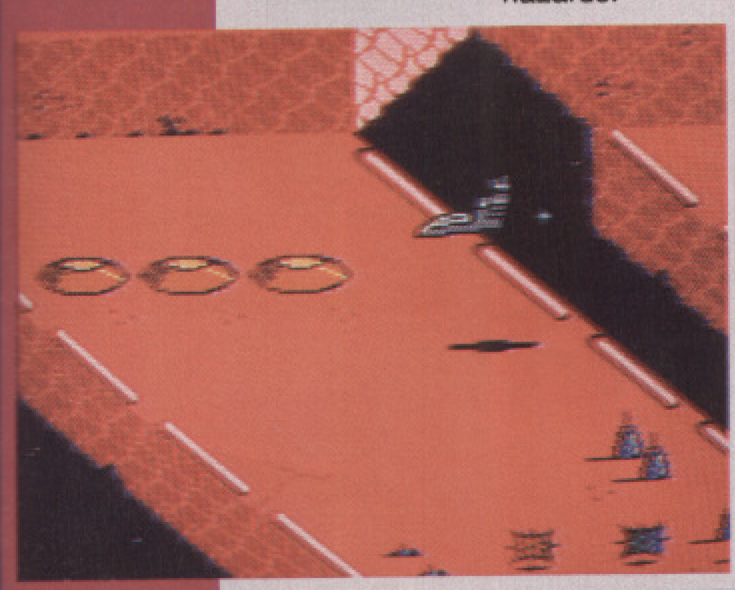






HAZARDS AHOY!

Each level has progressively more dangerous hazards. Look out for laser cannons, lightning rods, bazooka bombers, black holes and plain old deadly spikes! Keep your finger poised over that jump button to successfully negotiate these potentially deadly hazards.





There's plenty of hazards on this corner of the Earth track. Contact with any of them could spell doom!

UPGRADE YOUR SHIP



You start the game with a Tomahawk-class turbocraft, but if you earn enough money (through winning races of course), you have the opportunity to upgrade your ship. The first ship you can buy is The Crusher, a heavily armoured ship that will cost you 100,000 credits. The best ship money can buy is the deadly Stiletto. Armed with Plasma Bombs and Sidewinders it's "a bit hard". Should your new ship be destroyed, you can always revert back to your original ship - so make sure you keep it in good repair!



COMMENT

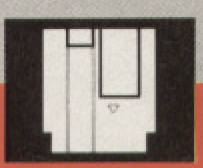
RICH

Galaxy 5000 is like a sort of third person perspective version of F-Zero for the Nintendo, complete with all the thrills, spills and excitement of the Super Famicom game. The speed of the game is perhaps the most impressive aspect - hit a boost pad at top speed and you'll see what I mean. Attempting to out-fox the other players by devising your own cunning short cuts is another aspect that's quite appealing. Combine this robust gameplay with the prospect of simultaneous two-player excitement and you've got a great game that all race aces should snap up as soon as they see it on the shelves!



BY: ACTIVISION
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: SUPER







PRESENTATION 91%
Well presented throughout, with some decent presentation screen. The repair screen is particularly good.

GRAPHICS 89%
Excellent backdrops and brilliant techno-car sprites. The scrolling's a tad jerky, but you don't notice it at high speed!

SOUND 92%
Plenty of raucous effects and vaguely appealing music.

PLAYABILITY 91%
The competitive action and blasting thrills combine to a make a really enjoyable game.

LASTABILITY 91%
Plenty of tracks and sub-heats to master mean that you'll be at this for ages!

OVERALL 91%
One of the speediest and most playable console race games available!



REVIEW

FLICKY

The strangely named Flicky is a small blue bird who gets his kicks by travelling into cat-infested territory, rescuing defenceless chicks from a fate rather like lining a pussy's stomach.

In order to save the day, Flicky travels around a horizontally scrolling platform environment, collecting chicks that follow his actions. Whole chains of chicks can be collected, all of them copying Flicky's movement until the whole train becomes a bizarre kind of snake. With the chicks safely in tow, Flicky then returns to the portal, helpfully marked "Flicky", which opens and admits any chicks Flicky's collected. Only when all the chicks are safely stowed away is the level complete.

The cats themselves kill Flicky on contact, but there are plenty of objects the bird-like one collects which are then lobbed to knock them out. Should the cats make contact with any of the chicks following Flicky, the chicks are left behind, and only contact with Flicky again makes them follow him.

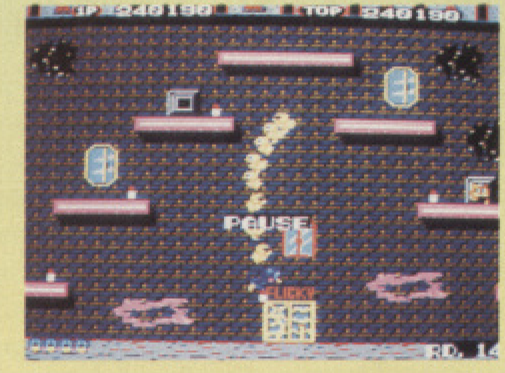
There are countless screens of platform-related excitement, along with many bonus levels to test Flicky's skills to their limits!



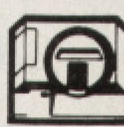
JULIAN

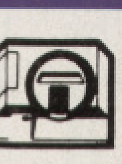
Okay, you don't need to tell me. Flicky looks and sounds like the worst Megadrive in existence. Its retarded graphics and moronic sound make it appear like a shambling mockery of a sad travesty. But try playing it! One game was all it took for me to become horribly, horribly hooked. Into the games room I repeatedly went, zombie-like until I'd had another fix. Even now I want another go. Its gameplay is just so perfect; a constant test of reflexes as you teeter on a knife-edge between playing it safe and ending up with a rubbish score, or running the big risks and going for the mega-score! It's crazy, I know, that a game so crappy, so laughably simple and pathetic-sounding as this can prove to be more addictive, more challenging and more long-lasting than virtually any other Megadrive game, but it's true. Try it out and see what I mean!







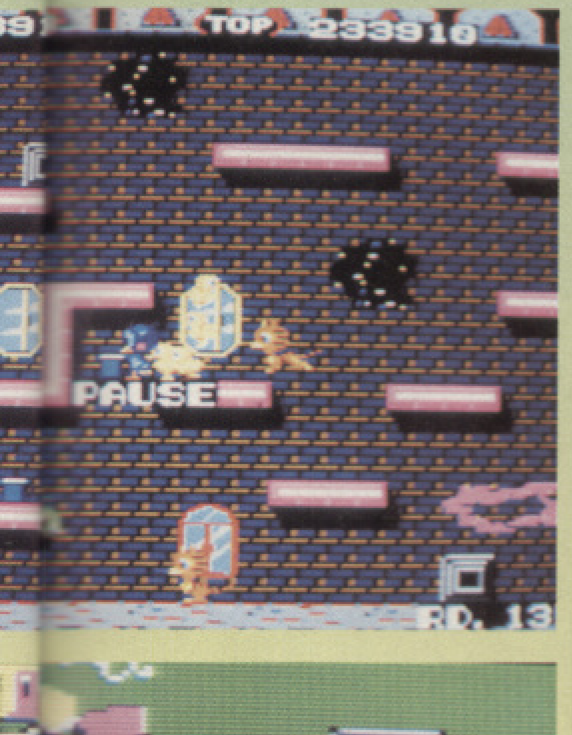












FOLLOW THE LEADER

There's no compulsion in the game to collect all of the chicks in one go and then proceed to the portal, but it helps! The score multiplier gives you many bonus points for delivering all of the chicks in one go, and it saves time too, thus yielding yet more bonus points at the end of the level!

BONUS FRIVOLITY

In order to give the game a bit more variety, a bonus level occasionally crops up. Here, the pussy cats spring-board chicks up into the air, and it's down to Flicky to use his net to catch them. Again, massive bonus points are on offer for catching all of the chicks. Later bonus levels see the chicks being catapulted in different directions and formations, thus making the game more challenging still!



BADDIES AHOY!

During the first few levels, the only thing cropping up in the enemy sprite department are the cats. However, later levels produce a deadlier foe. Tiny green creatures travel around the platform, even hanging on to the underside of the platforms! These creatures are dealt with in much the same way as the cats. Just pick up and item and chuck it at 'em!



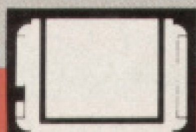
RICH

Immediate interest and pulse-racing excitement were not generated in copious quantities when I first saw Flicky being played. However, over the next few days, many people seemed to be "disappearing" into the games room to sneak a quick go. Curiosity aroused, I decided to give Flicky a go, and to my incredible surprise I found myself addicted, despite the truly awful graphics (designed no doubt by some retarded nursery school graduate) and very annoying sound (cutesy tunes have never sounded so utterly nauseating!). Flicky just has a completely brilliant game concept designed to keep you hooked to the console. And though the graphics are pathetic, this means there's tons of memory spare to provide you with many different levels. Most Megadrive games these days are completed in one sitting, but Flicky's different, and provides a truly long-lasting challenge. Buy it!

FLICKY
CAST
FLICKY PIOPIO
NYANNYAN CHORO
PUSH START BUTTON

BY: SEGA
PRICE: £34.99
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SUPER







PRESENTATION 29%

Completely rubbish. Even the title screen is pathetic, devoid of any options to tweak or even a nice pic to look at.

GRAPHICS 31%

A graphical travesty, with tiny sprites and backdrops so awful, you'll think a six year-old has drawn them.

SOUND 31%

The music and spot effects are incredibly annoying monstrosities.

PLAYABILITY 94%

Flicky offers a game so playable you'll want to keep on going for ages - it's that good!

LASTABILITY 93%

So many levels to complete, Flicky offers months of satisfying play.

OVERALL 92%

An audio/visual abortion, Flicky still delivers as one of the most playable games of the year!

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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MEAN MACHINES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON,
EC1R 3AU.

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Due to deadlines, allow up to six weeks for your advert to appear in the magazine.



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SEGA MASTER SYSTEM for sale. 5 great games. Worth £200, sell for £100. Phone Colm on 0232 622357.

PC ENGINE HANDHELD and eight games including Splatterhouse, Jackie Chan, Rapid Lepus and Don Doko Don. Sell for £300 or part exchange for Megadrive + new games. Tel 0200 25357 (Lancashire).

NINTENDO GAMEBOY official version, plus six games: Super Mario Land, Turtles, Bubble Bobble, Tetris, Tennis and Wizards & Warriors. Boxed as new. Worth £175 sell for £135. Ring Simon on 04867 89146.

NES for £15, nine games for about 10 each. Write to 40 Norbiton Ave, K-O-T, Surrey, KT1 3QR or Phone 081 549 0223.

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SEGA MASTER SYSTEM 2 control pads, 4 games including Mickey Mouse. Sell for £100. Phone 0268 683553 ask for James.

STE joysticks, disk boxes, speakers, amplifier, £400+ games including Turrican II, Super Off Road, Rainbow Islands, Turtles, X-Out, Turbo Outrun. Phone 0625 423842. £375.

SEGA MEGADRIVE (OFFICIAL) six great games, Mickey Mouse, J.M. Football, Super Monaco, Altered Beast, Populous and Forgotten Worlds. Fully boxed. Great bargain only eight months old £240 ono. Tel: 0904 762675 ask for Nick.

SEGA MEGADRIVE runs all carts. Includes second joypad, six games: Revenge of Shinobi, Ghouls n Ghosts, Mickey Mouse, PGA Tour Golf, Super Real Basketball and Truxton. Everything boxed in good condition. Sell for £250! Tel: Mark after 4.30pm on 0494 448046.

FOR SALE NES console with 2 pads and 1 game £48. Also for sale Adv joystick £23. Tel 091 274 7408.

NINTENDO six months old in good condition, complete with seven games, whole set worth £235, will sell for £100 call Daniel now! 081 645 0667 (Purley).

SEGA MASTER SYSTEM plus 2 games, 2 contol pads. Still boxed with instruction. Good condition. Sell for £60. Phone 071 435 1640.

AMIGA A500 printer, over 100 games, two mice, two joysticks, disk boxes and blank discs, plus other accessories. Still boxed. Worth £1000+ sell for £400 ono. or part exchange for Super Famicom with games. Phone Phil on 0708 760550.

COMMODORE 64 1541 disk drive, data cassette, joysticks, expert cartridge, light gun · £375 of tape/disk software plus 17 Zzap and 17 C+VG mags, tape deck aligner and disk drive cleaner. Worth £700 sell for £200. Tel 061 445 9942 after 3pm.

SEGA MASTER SYSTEM PLUS five games, 3 arcade. Still boxed, plus tips for arcade games. £45. Phone 0702 467438.

SEGA MASTER SYSTEM two joypads, light phaser, five games includes: Shinobi and Golden Axe will sell for £120. Also Amstrad Tower System. Tape, record, storage decks will sell together or seperately. £60. Phone John after 7pm 051 430 9042 (Merseyside area).

DO YOU WANT to buy my Amstrad games, over 35 for only £30 or swap for two Megadrive games, or you could buy my big big box of Army stuff + a big box of road set for £30. Phone 445 5441 (Manchester).

£100 Jackpot Fruit Machine. Features include: Nudge, Gold Series, Money Pot, 4 reels, electronic display. All as new only £180. Buyer must collect, Bournemouth area. Also Megadrive + game £110 offers. Phone Kester on 0202 894309 anytime.

GAMES FOR SALE Megadrive: Last Battle, Rambo III, Super Thunderblade £17.99 each. Master System: Afterburner, Quartet £11.99. Phone 031 440 0226 after 6pm.

SEGA MEGADRIVE (SCART) plus five games including Super Shinobi, Golden Axe and Rainbow Islands. All in perfect conditiona and all boxed. Sell for £250 ono. Please ring 0736 62643 ask for Jeremy.

MEGADRIVE AND ATARI ST GAMES for sale. Write for a list to: Tracey Wynn, Hill View Park Lane, Cannington, Nr Bridgwater, Somerset TA5 2LU.

PC ENGINE plus five player adaptor, two joypads and eight games inc. Don Doko Don, New Zealand Story, Taito Bike Race, Winning Shot, Pacland, Motoroader, Vigilante. Sell for £200. No offers. Phone Martin after 6pm on 081 691 5635.

UK MEGADRIVE PAL 2 joypads, boxed, guaranteed. 12 top games: John Maddens, Revenge of Shinobi, James Pond, Sword of Vermillion, Monaco GP, Golden Axe, Eswat, A.P. Golf, Truxton, Hang On, Rambo III, Moonwalker £350. Ring Torquay 311514. May have even more games.

MEGADRIVE GAMES for sale, Musha Aleste, Fire Shark, Eswat, Afterburner (all Japanese) £25 each. Phone 051 708 6991 after 6pm please for Alb.

AMSTRAD 128K disc drive, colour monitor, tape deck, desk, over 140 tapes and discs + joysticks. £350. 0707 874624. Gameboy, magnifier, W.W.F., Alleway, Revenge of the Gator. 3 weeks old. £130. Phone 0707 874624.

ATARI 520STFM computer with manual, mouse, dust cover, 2 joysticks and £1500 of software. Excellent condition and altogether worth around £2000. Will sell for £350. If interested call Paul or Barry on 081 561 8077. Alternatively will swap for 350 pound coins.

GAMEBOY with leads, Tetris, Mario Land, Alleyway, Castlevania, battery pack, carry case and a few plugs. Worth £176 sell for £120 or part exchange for Super Famicom also a stereo system part exchange with it. Phone Mark on 0272 621497.

CBM 64 light gun, tape rack, 60 games+, datacassette, with over 60 mags (including Mean Machines). Worth £250+. Sell for £99 ono. Phone 0254 824551.

GAMEBOY for sale, Tetris, Double Dragon, Super Mario, Qix, Ghostbusters II. New from christmas. £110. Phone 0509 843197.

JAPANESE MEGADRIVE (PAL) only one week old and unused. Console, six games, two joypads, psu and ariel splitter. Still in original packaging and with guarantee. Worth £400 sell for £350 ono. Call Kalid on 0635 34651 after 6pm. Price includes postage + packaging.

CBM 64 plus many games including Super Off Road, Gazza II, Golden Axe, Eswat. £95. Phone 091 4562313 after 4.30pm. Includes joystick.

BOXED NINTENDO with five games including Megaman II and Mario II. £180. Tel Bath 317143 or swap for Megadrive/Lynx.

SEGA GAMES Bomber Raid, Spellcaster, American Pro Football, Golden Axe, Cloud Master, Casino Games all £15. Great Golf £10. Secret Command £8. Megadrive games, Zoom, Arnold Palmers Golf, Last Battle, Altered Beast all £20. Tel Mark 081 904 7520 after 7pm.

ATARI 520STFM for sale, pack includes keyboard with 1 MB, disk-drive, mouse, joystick, mouse mat, leads, manual, 33 computer games, 2 paint programmes, 1st word, organiser, music, basic, neochrome, spell checker etc. Excellent condition, boxed. Worth £800 sell for £300. Phone 081 340 0655 after 4pm.

AMSTRAD GAMES for sale. Also Nintendo games for sale. Amstrad games from £2. Nintendo games from £5. For information phone 081 459 0342.

SPECTRUM 48K Excellent condition plus cassette recorder, programme book and over 30 games only. £50. Phone Chris on 021 422 1018.

MEGADRIVE + 3 games, joypad, joystick. Only 3 months old, full boxed, hardly used. £195. Tel: 0736 50130 after 5pm.

PAL PC ENGINE 2 pads, Jackie Chan, F. Soccer, Darius +, PC Kid, Legonary Axe, Vigilante, R-Type II, Monster Path. £200. Will split. Phone 0623 759800.

OY for sale, Fortress of Fear, Mario Land, Ballon Kid and Tennis each £15 bargain will accept £12. Ring 0784 455861 ask for Guy (The Elf).

MEGADRIVE eight games, top titles, 8-Bit convertor, Master System game. Worth £420. Sell for £300. Tel Stephen on 091 5264848.

1541-II DISK DRIVE for Commodore. 28 disk games. Worth £600. Sell for £150. Phone Jason after 4pm on 0532 604313 (Leeds).

SEGA GAME GEAR Wonderboy and Mickey Mouse. Unwanted gift. Still boxed. Worth £145. Sell for £120. Contact Oliver on 081 743 5895.

AMSTRAD 464 games going cheap. Some Spectrum titles available. Games include Badlands, Teneen Triology and many more. Ring 0604 409179.

FOR SALE Revenge of Shinobi, Mickey Mouse, Eswat and Super Real Basketball. All for £20 each. Phone 061 303 8664.

FOR SALE lots of games, Workshop and Citadel miniatures books, paints, lead men, vehicles, games, buildings, catalogues, folrage. Sell for £120 ono. Genuine sale, need money for Motor-bike. Phone 047 842 384 after 1pm. There is lots of expensive stuff included!

C64 2 joysticks, lightgun, 17 magazines. Worth £650 sell for £120 or swap for a Megadrive with games. Tel 0482 640369.

NINTENDO 8-BIT plus 4 games and 2 pads and joystick. All for £120. Call David on 081 870 9834.

NES + gun + joystick, ten games. Sell for £200 or swap for Megadrive + Spiderman and Sonic Hedgehog. Phone 081 549 6594 after 5pm.

NINTENDO GAMEBOY 10 games, light magnifier, carry case. All items boxed. Excellent condition. £260. Phone Chris on 0203 411745.

NINTENDO 6 months old. Mint condition. 4 games: Megaman, Castlevania, TMHT, Lifeforce, Salamander with two joypads and NES Advantage joystick. Bargain at £180. Contact Danny 0246 826098.

AMERICAN CONVERTED NINTENDO runs English and American carts. Includes SMB II, Blades of Steel, Japanese Chip n Dales, Ninja, RYU II and Kage. Convertor included. The lot for £150 (Madness!) Boxed. Six months old. Phone Tim on 081 518 1383 after 6pm (weekdays).

AMSTRAD CPC 464 with over £300 worth of games. Two joysticks, lots of magazines. Very good condition. Only £150 wanted, for quick sale. Phone Neil after 5pm weekdays, anytime weekends on 0259 51313.

SEGA MEGADRIVE official UK version. Ace condition with box. Joypad and Japanese games convertor. Five UK/USA games inc: John Maddens, Hellfire, Populous, Budokan and Afterburner II. Worth £385, sell for £250. Phone Luke on Stratford-Upon-Avon 0789 292376.

MART☆

BRITISH NES & Gameboy with 5 games each. Games for NES include SMB 1 & 2, Snake Rattle & Roll. Games for Gameboy include Final Fantasy, Kwirk & Balloon Kid. Contact Neil after 6.30pm on 0483 62583. All offers considered.

NINTENDO two joypads and four games inc. Mario 1, Off Road, Turtles, Exitebike. Perfect condition sell for only £90. Tel 0732 357869.

ATARI 520 STFM for sale with over £700 games. Including Op. Stealth, Supercars II and Super Off Road, etc. With Joystick, Mouse, Mat and Diskbox. Also Music Maker. 1st word personal organiser and stos. Brilliant condition. Phone 0772 613612. £450 Ask for Dan.

GAMEBOY for sale + Tetris and Mario Land, Two player lead, earphones. £65 ono. Call David on 0246 419424.

MASTER SYSTEM PLUS for sale £120. With eight games, light phaser. Wonderboy III, Alex Kidd etc. Phone Adam after six on 061 428 0139. Quick sale. Perfect condition.

PC ENGINE GT HANDHELD boxed. Good condition, 3 games: Formation Soccer, Don Doko Don, Hero Tonma. Quick sale £230. Phone 071 435 4252 and ask for Philip.

NINTENDO unwanted gift. Just 2 months old with 10 months guarantee left. Includes Track + Field II, Super Mario 1, Duck Hunt, Zapper and 2 controllers. Fully boxed with instructions. In perfect condition. Worth £160. Price £90. Ring Steven on 0375 843135 after 4pm (Essex).

PC ENGINE for sale. Immaculate condition. SCART – can be converted to PAL if needed by Console Concepts. Two pads and five games – Jackie Chan, Bomberman, Super Volleyball, Barunma and Monster Path. For £180 ono, Phone 081 789 8912 and ask for Daniel.

MEGADRIVE and Game Gear carts for sale and exchange. Titles in inc. Sonic, PGA Golf, etc. If intersted then ring Darren on 0480 65744 or send SAE for details of club to: 6 York Way, St. Ives, Huntingdon, Cambs OE17 6DV after 6pm.

NINTENDO GAMEBOY complete with three great games, link cable and gamelight. Brilliant compilation. All boxed. Only £100. Phone 0727 867365.

THE SALE OF THE CENTURY Amiga A500 V.G.C., with £130 1 meg upgrade with clock complete with joysticks & mouse. Also included 50 games which itself is worth £1200. Complete sale for £450. Ring Michael after 6pm on 0602 621370.

GAMEBOY for sale with, Tetris, Mario Bros, batteries and two player lead. £50 or swap for two Famicom games. Phone 0932 245288.

NES + Duck Tales, Turtles, Mario II, Megaman, Skate or Die, Punch Out. All boxed with instructions. Cheats for Turtles, Mario II, Punch Out, Mega Man and others. NES with packing all for £130, 2 controller, swap for Megadrive or Super Famicom. Call Tommy on 0253 895044 (Lancs).

NINTENDO with Gyromite and Duck Hunt games. Robot and Zapper gun. Boxed. £100. 23 games sold seperatly. All half price and boxed with instructions. NES four score adaptor £15. NES Advantage joystick £20. Tel Matthew on 0268 758158 (Essex).

NES DELUXE SET plus nine games (inc. Zelda II, Megaman II). Good condition. Worth £470. Will sell for £220 or will swap for Megadrive and three games (console eight months old). Call 0908 322882 and ask for Ian. Great Bargain!

GAMEBOY GAMES for sale, Nemesis £12, Boxing £10, Ninja Boy £17. Phone Daniel on 0932 851981 after 6pm.

MEGADRIVE GAME Mickey Mouse £20, Nintendo Spy Vs Spy £10, Spectrum light gun and six games £10. Phone Patrick on 021 353 6571.

MASTER SYSTEM 5 games, 2 joypads (Basketball Nightmare, Wonderboy III, Rastan, Fantasy Zone and Alex in Miracle World). £55 ono. Boxed. Good condition. Phone Craig on 091 284 6581 (Newcastle Upon Tyne). Bargain price and value.

MY SEGA MASTER phaser, pads, 8 games. Worth £250. Now £150. Games Golden Axe, California Games etc. Call Ian on 0883 715974.

NINTENDO + 4 good games. VGC. £100 or swap for Game Gear + games. Phone Steve on 081 303 3490. 5 to 9.

LYNX GAMES for sale. Zendocon £12, Klax £14, Slime World £14, Electrocop £12 California Games £10. Phone 051 678 2014 after 4.30pm.

NES GAMES for sale. Duck Tales £25, Lifeforce £20. Gameboy games for sale. Spiderman £15. Phone 0332 517318 and ask for Ian.

FOR SALE Toshiba Personal Stereo with 3 band graphic equalizer, Digital AM/FM radio, cassette auto reverse, clock, alarm, etc with headphones and minispeakers. Excellent condition. Sell for £50 or exchange for 4 Megadrive games, Gameboy or Lynx. Tel Mark on 0745 354660.

NINTENDO DE-LUXE SET including R.O.B., Zapper, 2 joypads + quickshot rapid fire controller and 17 great games including Zelda, SMB, Robocop, SRR and Solar Jetman. All boxed as new and worth over £620. Will sell for £380 ono. Phone Daniel on 0438 812780.

GX4000 incl. 6 games: Batman, Barain II, Tennis, Operation Thunderblade, Klax, Burning Rubber. Worth £250. Sell for £110 ono. Phone Matt on 0536 724517 after 4pm. Will drop price or pants for quick sale (unwanted gift).

JAPANESE MEGADRIVE 5 games included. All this for £180. Tel. 0742 696056 after 6pm.

SPECTRUM 128K+2 and Cheetah joystick for sale. Software includes Turtles, Chase HQ, Batman, Man Utd. Excellent condition. £100 Bargain. Contact James on 0270 820275.

SEGA MASTER SYSTEM plus 4 games including Wonderboy III. Worth £210. Sell for £120 ono. Phone 0432 761057.

SEGA MEGADRIVE boxed. Will take all carts. With joypad, Arcade power stick and these 8 games: Populous, Hellfire, Super Monaco, Revenge of Shinobi, DJ Boy, Truxton, Golden Axe and Rambo III. Worth £450. Will sell for £240 ono. Tel 0964 533980.

JAPANESE MEGADRIVE (PAL) seven top games: Jon Maddens Football, Street Smart, Lakers Vs Celtics, Hardball, Budokan, Magical Hat, DJ Boy. Infra Red joystick, joypad. Still with box. Still under guarantee. Worth over £400. Sell for £280 ono. Ring 0422 843907.

SEGA MEGADRIVE UK version. 2 months old. As new. 3 top games. Worth £250. Sell for £150. Call Jamie on 0708 722953.

SEGA MASTER SYSTEM two joypads, three games: Alex Kid, World Cup Italia 90, Wonderboy III. Bargain £60. Tel 0428 712409.

PAL PC ENGINE with seven games including Chan & Chan. Worth over £300. Will sell for £150. Phone 0480 494283.

SEGA MASTER SYSTEM 2 joypads and Alex Kidd in Miracle World game. Brand new and still boxed. £40. Phone Alec 0227 711501. Nintendo, 2 joypads, 4 games including Mario Bros II, Turtles, Duck Tales and Megaman II. Boxed. £100. Phone Alec 0227 711501.

NES with Turtles, Mario 2, Batman, Probotector, Metal Gear, Lifeforce. Rapid Fire joystick. Price negotiable. Tel 76972.

GAME GEAR with Wonderboy and Columns. Two months old, all boxed and in brilliant condition. For £120. Phone 081 968 5123.

MEGADRIVE GAMES Dick Tracy £20, Moonwalker £15, Mickey Mouse £20, Rambo III £15, James Pond £15, Altered Beast £10, Cyberball £15, Super Volleyball £20 Master System Baseball £10, American Football £10. All excellent condition. May consider swaps. Phone 0904 631826.

NINTENDO for sale with seven games including TMNT, SMB 1, Track & Field, Bayou Billy, Spy Vs Spy and more. Great condition. Worth £260. Selling for £190 or swap for Megadrive with games. Tel 091 2658296.

NINTENDO GAMES for sale, Goonies II, Super Mario II, Gauntlet II, Cobra Triangle, Simons Quest, Duck Tales, Spy Vs Spy, Megaman II, Nintendo World Cup, Kid Icurus. Worth over £350 sell for £246. Phone for individual prices on 081 458 6471.

UK MEGADRIVE stereo 6" speakers, two joypads, eight games, inc Sonic, Mickey Mouse, Shadow Dancer. Still under guarantee. £275. No offers. Phone 0383 720394.

OFFICIAL MEGADRIVE for sale, 2 top games – Fantasia, Sonic, Control pad. Ring Nic on 0782 522797. £180 for everything.

48K SPECTRUM with data corder, joystick and 100+ games. Phone Sheffield 0742 435444 will sell for £50.

AMSTRAD 6128 monitor, tv tuner, mouse, art studio, 20 games (Robocop, Turrican etc.). Racemaker joystick. £375 ono. Tel 0730 892687. Spectrum + 2, light gun, joystick, 50+ games, tape box and mags. £200 ono. 0730 892687.

SUPER FAMICOM PAL boxed and guaranteed. Includes Actraiser, Final Fight, Mario, R-Type. Perfect condition and comes with dust cover. Only £350. Same deal + 14" colour television for only an extra £50. Phone 0306 885608 and ask for Robert.

ATARI 520 ST plus joystick, monitor, 32 games, 9 demo games including Midnight Resistance, Wheels of Fire and Robocop. All worth £770. Sell for £500 ono. If interested call Luke on 0753 855426 between 7.30pm-9.30pm.

SPECTRUM +3 with light phaser and cassette recorder, Roughly 50 games, joystick. Great condition. £75 ono. Phone 02302 2042.

NINTENDO GAMEBOY with 6 games including Mickey Mouse, Double Dragon, Fortress of Fear, Gargoyles Quest, Tetris and Mario Land. Still boxed with leads etc. Also with power supply. Worth £215 save over £60 only £150. Interested? then phone Derby 514153.

SEGA MEGADRIVE 8 games including J. Maddens Football, Ghouls n Ghosts, Thunderforce III, Musha. Sell for £250 or swap for Famicom with 2 games or a PC Engine with lots of games. Must include Gunhed. Phone Neil on 0803 833277.

SEGA MASTER SYSTEM VGC with Handle controller, 3D glasses, joystick and light phaser. 11 games including Mickey Mouse, Wonderboy III in Monster Land, California Games, Operation Wolf. Will sell games adn peripherals seperately. Worth £450. Sell for £295 ono. Phone Luke on 058283 2289.

ENGLISH MEGADRIVE eight carts including Maddens, PGA and Mickey Mouse. Extra joypad. Full boxed. £300. Leeds area phone 0924 276000.

SMELLY SOCKS plus a Spectrum 48K+ including £400 worth of software, data recorder, 3 joysticks, multiface 1 and over £100 worth of mags. All VGC. The lots is worth over £500, bargain at £150 ono. Phone 071 223 2002 and ask for Anthony.

MEGADRIVE (JAP) for sale, 2 months old with Sonic the Hedgehog, Super Monaco. Joypad. Boxed. Only £130. Tel. 0387 56855.

JAPANESE MEGADRIVE (PAL) joypad and five great games. Boxed as new. Sell for £235. Phone Robert on 0742 890355.

NINTENDO ACTION SET boxed. Light gun, 2 controllers, 7 games. £145 (worth over £300) Call Paul on 081 995 9062.

LOOK! Master System Plus with 9 games: Operation Wolf, Rastan, Altered Beast, Heavy Weight Champ, Shinobi, Secret Command, World Grand Prix, Fantasy Zone and Enduro Racer for £115 or games sold seperately for £15 each ono. Phone Andy on 0474 560307.

PC ENGINE (SCART) boxed with AV booster and four games: R-Type, Die Hard, Galaga and PC Boxing. £120. Also wanted CD-ROM games. Phone 0782 312157. Will swap PC ENGINE (SCART) brand new with 4 games for Megadrive or sell for £120. Phone 0782 312157 after 6pm.

NINTENDO (NES) for sale, two joypads and 8 excellent games. Including Gauntlet II, SMB II, Duck Tales and Batman. VGC. Still boxed and under warranty. Worth over £350, sell for £240 ono. or swap for Megadrive plus 2-3 games. Phone Rob 0534 64101.

COMMODORE 64 runs cassettes, cartridges. Includes leads, datacorder, 2 joysticks, Mouse, mat, holder. £175 software includes Golden Axe, Turtles, Hollywood collection, Advanced OCP Art Studio. Genuine sale – Need money towards car. Only £100. Interested? Call Tim Roe on (Bradford) 0274 883727.

FOR SALE

NES GAMES for sale. Tennis, Donkey Kong £10 each, Punch Out, Skate or Die, Kung Fu £15 each and Double Dragon £20 or I'll swap any games for any equipment or games. Also NES max joypad wanted. Phone Jamie on 0264 332383.

PC ENGINE mint condition. Boxed. 10 games: Gunhed, PC Kid. 2 joysticks, 5 player adaptor. £500 new. Sell for £250 ono. Rings James on 0481 65563. Gameboy. Mint condition. Boxed. 6 games: R-Type, Final Fantasy, Robocop. Lightboy, 2 player lead. £240 new. Sell for £160 ono. Phone James on 0481 65563.

MEGADRIVE with 4 ace games. Boxed as new. 2 months old. Takes all carts. All for £195. 0630 652231 after 6.30pm.

LOOK! Master System Plus with 9 games: Operation Wolf, Rastan, Altered Beast, Heavy Weight Champ, Shinobi, Secret Command, World Grand Prix, Fantasy Zone and Enduro Racer for £115 or games sold seperately for £15 each ono. Phone Andy on 0474 569307.

NINTENDO for sale, 9 games with infra red dual player pads. Worth £370. Sell for £200 ono. Phone Andy on 0691 662459.

ATTENTION!!! NES for sale, 2 joysticks, 4 great games. Worth £220 will accept £120 ono. Phone 041 632 8405 after 6pm. TA!

NES pristine condition with seven games like Gremlins, World Wrestling and Ghosts n Goblins. Worth £275. Bargain at £120. Call Marc on 0707 54107. Light Gun for extra £15. Only 8 months old. Duck Hunt, SMB, Tennis and Excitebike.

PC ENGINE (PAL) for sale, two 5 player adaptor. Four pads, 21 games inc. PC Kid, Chan and Chan. All cables and PSU's all boxed. £300 ono. Tel 0743 247847 after 6pm and ask for Allan.

ATTENTION!!! Sega Master System Plus for sale. Comes with 4 top games (Wonderboy III, Alex Kidd, Shinobi World, Gauntlet and Golfemania). Plus 2 built in games. Worth over £200. Sell for just £95 ono. Phone Steve on 081 777 8719 after 4pm.

GAME GEAR with Shinobi. Worth £125. Sell for £90 ono. Excellent condition. Phone Gary on 0376 563103. East Anglia area. Buyer collects.

AMSTRAD CPC 464 with colour monitor and joystick, 25 games – only 6 cost less than £10. I only bought the best! Chase HQ, Ghouls n Ghosts, Robocop, Forgotten Worlds plus many more. Phone for list. David on 0235 831426 after 4pm. £130 ono.

C64 light fantastic pack + joystick + 25 games, Italia 90, Turrican, Untouchables, Ghostbusters II. Worth £280 only £175. Phone 0785 52738 evenings.

MEGADRIVE 8 games, 2 control pads, plus Jap convertor. All for £200. Worth £450. Ace condition. Not a scratch. All games are complete and boxed. Games include: Strider, Golden Axe, Moonwalker, Basketball, and Eswat. Just Phone Phil on 051 339 9742.

MEGADRIVE GAMES unused Gain Ground, Arnold Palmer Golf, Revenge of Shinobi, Ghostbusters £25 each. Ring Simon on 081 550 7349.

JAPANESE MEGADRIVE with joypad and 7 games: Super Monaco, Hellfire, Dick Tracy, Ghouls n Ghosts etc. Sell for £200. Phone 0277 625129 after 5pm.

MASTER SYSTEM eight top games including Mickey Mouse, Golden Axe, Wonderboy, Psycho Fox. Worth £320. Will sell for £150. Phone 071 720 9208.

ATARI LYNX with PSU, Comlynx, 5 games (Gauntlet III, Slime World, Blue Lightening, Zendocon, California Games.) £130. Exchanges welcome. Tel 0253 43561. Also Golden Axe, Aero Blasters, Curse, Moonwalker, XDR, Revenge of Shinobi, Atomic Robokid to swap. Want Sonic, Monaco GP. Anything considered. 0253 43561.

£250 WORTH OF SEGA SOFTWARE for sale at £150 if interested contact Andrew on 0527 64707 after 4pm. weekdays only.

BUBBLE BOBBLE for NES £23. Also Gameboy game Bubble Ghost swap for good games expecially Bubble Bobble. Ring 0787 224206.

FOR SALE Yamaha PSS-780 keyboard. Hardly used midi compatible, 99 voices and 99 rhythms. Worth £200. Sell for £100 ono. Also Jamiya, Super Sabre, RC Car. No radio gear. Good condition. £65 ono. For more information phone 089282 3039 after 6pm.

MASTER SYSTEM with 10 games including Mickey Mouse, Golden Axe etc. Worth £300. Sell for £180 ono. Tel 0242 571447.

PC ENGINE GAMES for sale. Ninja Warriors £16, Legend of Hero Tonma £22. Plus more. For more details Tel: Wayne on 0443 431995.

MEGADRIVE with four great games and one joypad, immaculate condition, two months old. £200. Also Nintendo NES six games and zapper £115. Phone 081 518 4574 after 5.20pm weekdays and ask for Yani.

AMIGA GAMES for sale, Super Cars II, Powermonger and Gods £14 each or £35 for all three. Call Tim on 0926 831450.

MEGADRIVE for sale. As new. 4 games: Mickey Mouse, Lakers Vs Celtics, Darius II and Strider. Pro 1 joystick, joypad. Boxed £210 ono. Tel 0752 556303.

GAMEBOY with carrying case, light, Double Dragon, Mario Land, World Cup, WWF, Tetris. Worth £195. Sell for £90. Call Matthew on 0495 215950.

GAME GEAR with five games for sale. £160. Phone Tony on 081 807 3179 (Palmers Green).

FOR SALE or swap my PC Engine CD-ROM with PSU, 2 player adaptor, joystick, joypad, 3 games. Offers on 081 310 7285 and ask for Sam anytime. Or will swap for PC Engine GT Hand Held. Also wanted Victory Run and F1 Dream. PC Engine.

AMSTRAD 464 for sale. Excellent condition, over 100 games, free joystick and green monitor, worth over £600, sell for £150 ono. (Might swap) also free mags. Tel 0625 530694. Also Hand Held Nintendo game, Spitball Sparky, only £5. Free batteries.

FOR SALE Gameboy comes with 5 games. Includes WWF and Batman. Also headphones and leads, carry case and game light, very good condition. Worth £180. Sell for £115 ono. Tel 0742 890069 or swap for Megadrive with game.

GAMEBOY including two player lead + headphones, Tetris, Mario and Double Dragon. Good condition £80 ono. Phone 0526 885862.

UK MEGADRIVE seven games including Sonic the Hedgehog, Mickey Mouse, Super Monaco. Sell for £250. Megadrive 3 months old or swap for for Amiga 500 and games. If interested phone Mark on 0487 822707. Megadrive and games new would cost £400+.

AMIGA A500 1 MEG for sale. Over £1700 of software. Mouse, joystick. Worth £2000. Will sell for £500 or swap for SCART Famicom with monitor or PAL with games. Tel: 03954 3839. Also I wanted Final Blow for the Megadrive. I will pay £15.

NINTENDO with 4 games Zapper Gun 2 controllers. £100 will swap for Megadrive with games. Ring Darren on 989 0560.

EXCELLECT CONDITION Spectrum +2 and software. Worth £320+. Games include Outrun, 720°, California Games. Any serious offers. Phone Ben on 0473 253984.

AMSTRAD CPC 464 with colour monitor and joystick. Plus approx 70 games. Can deliver Chelmsford area. £100. Tel: 0245 469067.

AMIGA 500 10845 colour monitor, 1 MEG, mouse, over 64 games worth over £1000. Many top titles, Deluxe Paint III, Speedball II, Heroes Quest etc. £1050 ono. Phone 0933 224390 after 6pm.

FOR SALE Nintendo games: Double Dragon II £25. Festers Quest £20. Gauntlet II £30. Snake Rattle and Roll £20. Megaman II £30. Light Gun and Mario Bros and Duck Hunt £40. Ring 0788 572688.

MEGADRIVE UK with Japanese adaptor. Six games, PGA Golf, Sword of Vermillion, Super Monaco, Strider, Thunderforce III and Altered Beast. Worth £300+. Accept £200. Tel: Pete on 0279 450361.



MASTER SYSTEM including Mickey Mouse, R-Type, Psycho Fox and three controllers plus 4 more games. Only £150. Boxed. Phone Richard on 071 328 6727.

NINTENDO GAMES for sale: Metal Gear £20. 10 Yard Fight £15. Goonies II £20, Defender of the Crown £30. Write to Paul Abraham, 32 Byerly Place, Downs Barn, Milton Keynes, Bucks MK14 7QE.

NINTENDO Excellent condition. £150. Includes Megaman, Mario 1 and 2, Tyson's Punch Out. If interested phone Steve Dias on 071 727 8452.

NES Power Glove. Still boxed. Sell for £80. Phone Wez on 0793 616224. Only after 4.30pm (Swindon).

PC ENGINE for sale + 27 games, 2 joysticks, 2 joypads, 5 player lead. Worth £1000. Sell for £400 or PC Engine with 10 games, 2 joysticks, 2 joypads and lead for £250. Bargain! Ring Peter on 046 42073 (Ireland).

AMSTRAD CPC464 colour monitor with over 160 games, three joysticks, light gun. Lots of good games like Rainbow Island, Hard Driving, Moonwalker. Worth over £1000. Will sell for £350. Phone 0252 617486 and ask for Gary. Please phone after 6pm.

FOR SALE Sega Megadrive (PAL) perfect condition, fully boxed, worth over £400 with 3 Megadrive games and powerbase convertor to play 5 additional Master Systems games. Plays American, English and Japanese games. Only four months old. £290 ono. Please call Johnathon on 081 440 4115.

NINTENDO NES in excellent condition with light gun and 14 top games. Includes games like Robocop, Double Dragon II. Sell for £200 ono. Phone 0865 58030 and ask for Daniel. Please ring after 5pm.

TO SELL 2 Jap Nintendo games: Gradius II and Dragon Spirit. Plus Japanese adaptor for £55. If intersted call 081 555 3755. Also to sell Japanese Megadrive games (unboxed). Ghouls n Ghosts and Super Thunderblade for £20. If interested call 081 555 3755.

MEGADRIVE FOR SALE Fully boxed along with 7 good games. Selling for £250. Ring Leeds 678926. Ask for James.

AMSTRAD 6128 Colour Monitor. £200 of Software including Tapes, Discs etc. Also Magazines, Manual. £250 ono. Phone Rob 0787 278075

ATARI LYNX 6 Games, Accessories, (Case, Visor, Etc.) - Unwanted Prize £200 ono. Will sell items separately. 0280 813603.

SPECTRUM 128 plus Joystick, Light Gun and over 80 Games - many costing £10 Total £125. Phone Cardiff 0222 766544 6pm.

BRITISH MEGADRIVE 2 Joypads (1 Turbo), Japanese Adaptor, Scart Leads, Stereo Leads plus 8 Games including Gynoug, Maddens, Gold Axe, Celtics Vs Lakers. Still under guarantee and boxed £295 o.n.o including delivery. Phone 071 249 0448 Evenings only ask for Mark.

60 SPECTRUM GAMES For Sale including Afterburner, Double Dragon II, Power Drift and Thunder Blade. All games boxed. Sell for £70 o.n.o. If interested. Phone Steven on 031 336 3512 (Weekdays) After 4pm.

GAMEBOY Double Dragon, WWF, Super Mario Land, Spiderman, Tetris, Carry Case, 2 Player Adaptor and Headphones, £125 o.n.o. Phone 0707 59908.

GAMEBOY Leads plus Games, Kwirk, Double Dragon and Gargoyles Quest £9 ONO. Vetrex 2 Controllers, 4 Games, Spike Scramble Hyper Chace and Rip Off, Colour Screens. For More Info Tel (Exeter area) 0392 881183.

5 NINTENDO GAMES: Top Gun, Turtles, Rygar, Double Dragon, Trojan. Priced between £15 and £20. Phone Leigh on Cardiff 732791.

MEGADRIVE GAMES For Sale. Unused. Darius II, Wardner Forest £22 Each. Magical Hat £20. Darwin 4081 £12, OR £73 The Lot. Jane 0962 734013.

AMIGA 500 plus lots of games, mags, mouse, joystick, leads, magazine, disks, Deluxe Paint II. £350. Phone Hatfield (0707) 272359.

GAMEBOY Mint Condition with Tetris, Revenge of the Gator, Holsters, Golf, Earphones, Link. Just £70. Phone Nick on 0924 257974.

NEW Boxed Jap Megadrive plus Mickey Mouse £100 or Swap for New English Megadrive. Phone Martin on 0204 47411.

MART☆

SUPER FAMICOM (SCART) Pilotwings, 3D Golf plus Atari Lynx with Game, all immaculate. Bargain £350 o.n.o. For lot ring 051 547 2926 Anytime
BACK ISSUES of CTVG, July 89 to Aug 91, Thats 26 Issues plus issues 3-10 of Raze Mag, the lot for only £15 worth about £45 loads of mags, also Mega-Drive Joystick for sale £15. Phone Phl on 051 339 0870
AMSTRAD CPC6128 Colour Monitor, Tape and Disc, £150 Games, Good Joystick, All for £175. Tel. 0691 728820
FOR SALE Sega Master System plus, Light Gun, Control Stick, New Joypads and some games. Offers invited! Contact Kevin 081 539 0385
ATARI LYNX with Mains Lead, California Games and Gauntlet III, Boxed £75. Phone Nigel on 0923 855860 (Watford)
NES with 6 Games, Super Off Road, Turtles, Rush 'n' Attack, Cobra, Triangle, Double Dragon 2, Probotecter plus Double Player Infra-Red Pads. Worth over £300 will sell £175 ONO. Phone Charlie on 081 876 0185 after 5pm
NES BARGAIN NES Console with 2 Controllers, NES Advantage Joystick (Worth £40), Robot, Zapper and 11 top games, Zelda, Megaman II, Mario Etc. (Boxed with instructions) Also collection of Nintendo Mag's. Worth over £550, First £250 offer secures. Russell 0705 466657
AMSTRAD CPC464 Computor, Colour Monitor plus T.V. Converter over £150 worth of games. £220 ovno. 081 549 2938
LOOK! FOR SALE! Simon's Quest £25, Turtles £25, Solar Jetman £25, Kung Fu £15. Prices Negotiable. Phone James 0737 249531 NOW!
LOADS of Megadrive Games to Swap including J.Maddens, Monaco, Rambo III, Afterburner II, Laker Vs Celtics, Battle Squadron, Wrestle War, also Brand New Games For Sale prices starting at £18. Please ring for latest list 0742 891042
PC ENGINE Core Graphy Scart New Boxed includes Gunhead, Galaga, Sidearms, Son Son II, missing Joypad Hence £79. 081 505 6387
NINTENDO for sale, 9 games with infra red dual player pads. Worth £370. Sell for £200 ono. Phone Andy on 0691 662459.

NINTENDO ACTION PACK 5 months old with Gun, 5 Games, Faxanadu, Metal Gear, Rush 'n' Attack, Life Force, Air Wolf. All Boxed. Mega Mean Condition. £170 ono. Tel 0206 768863 After 6pm.
OFFICIAL UK MEGADRIVE 8 months old, Excellent Condition with 5 Games including Golden Axe, Budokan, Super Hang-on and John Maddens. Boxed. Worth £340 sell for only £195. This also includes all Mean Machines except issues 3 and 10. Phone Stephen on 0206 44872
SEGA MASTER SYSTEM All boxed with control stick and 2 control pads. 5 Games including Moonwalker and World Soccer. Sell for £80. Tel: 0707 335419
PC ENGINE 4 Games includes Hero Tonma, Joypad still boxed £150ono or Swap for Jap Megadrive and Games. Phone Ken 0623 862399. After 7pm.
NES DELUXE SET. 2 Joypads, R.O.B. Zapper and 6 Games. Everything in Excellent Condition. Worth £290 will sell for £140 o.n.o. If interested write to Ben Berry, 96-98 Monnow Street, Monmouth, Gwent NP5 3EQ or Phone 0600 772334
SEGA MASTER SYSTEM. 2 Joypads, Hang on and Maze Games. Good Condition, Worth £80 sell for £40 o.n.o. Phone 081 341 4047
SEGA MEGADRIVE with 7 games including: Gynoug, Eswat, Sonic the Hedgehog, Super Shinobi, Crackdown, Shadow Dancer and Strider. Two joypads, earphones. Good condition. All games are boxed. PAL version. £200 or will swap for Famicom with one game (SCART). Phone 0742 445291.
MEGADRIVE GAMES for sale. Super Monaco Grand Prix (UK), Strider (Jap), Thunderforce III (Jap) £20 each. Sword of Vermillion (UK) £30. PGA Golf Tour (UK) £26. Altered Beast (UK) £10. All games sent C.O.D. only. Call Pete on 0279 450361.
ATARI LYNX with mains adaptor. Com Lynx cable and three great games. Worth £180. Sell for £90. Bargain. Phone 0375 643255.
CITADEL MINITURES over 200 unpainted figures (Warhammer), Chariot etc. Excellent condition. Boxed. £35 ono. Phone 081 524 6722 after 6pm.

AMSTRAD 6128K colour monitor, colour TV, £500 worth of games, 25 spare disks, light pen, speech + joystick. All for £250. Please phone 0923 778197 and ask for Chey between 7.30pm and 10pm.
EXCELLENT CONDITION GAMEBOY includes stereo amplifier + 7 games. Tetris, Solar Striker, Mario Land, Spiderman, Fortress of Fear, Revenge of Gator, Turtles. All instructions included. All boxed except Mario Land. Cost £205. Price £150. Call Chris after 4pm on 0728 723530.
SEGA MASTER SYSTEM with 2 built in games, plus 2 control pads. Super Monaco and Double Dragon. Worth £140. Will sell for only £85. Phone Steve on 0753 534955 now.
AMIGA (1 MEG) with Beast II and FA18-Interceptor with Gameboy Tetris and Gargoyles Quest. Only just £475 or swap for (PAL) Famicom with games and joypads (at least 2-3 games). Phone 0203 601596 and ask for Sui Wing Isang.
PC ENGINE Super Grafx (Pal) 4 Sale, still boxed as new, plus 7 games and joypad, £200 ono. If interested Phone 081 844 1688 ask for Matt after 6pm.
SEGA GAME GEAR Unwanted Gift with 2 Games, Mickey Mouse and Shinobi. Cost £150 sell £120. Phone Daniel (0634) 54611.
GAMEBOY + 4 games, Robocop, Batman, Mario and Tetris. Headphones, 2 player lead. Excellent condition. £89 ono. Tel 061 969 1688 and ask for Leo.
YOU SMELL! Megadrive games: Gynoug and Crackdown for sale (Jap versions) £22.50 each or if you buy both I will throw in Altered Beast abosolutly free! (UK version). All games in perfect condition. Brilliant deal. Call Mark on 0778 344094.
MEGADRIVE official UK version, three months old, guarantee March 1992. Boxed. Excellent condition, six games – Maddens Football, Ghouls n Ghosts, Mickey Mouse, Gynoug, Monaco GP, Crackdown. Worth £400. Sell for £300 ono. Chelmsford 0245 440826.
GAMEBOY for sale (or swap for Lynx) 2 games, hard carrying case and link. Sell for £60. Phone Lee on 0780 721707.
MASTER SYSTEM PLUS light phaser and seven games (2 built in): Moonwalker, R-Type and Altered Beast. Still under guarantee. Boxed as new. Worth £260. Sell for only £160. Ring 0536 791020 after 7pm.
MEGADRIVE CARTS bought, sold and exchanged. Japanese and UK. Over 60 titles to choose from. New and used. Phone Paul on 0705 670478 (Portsmouth) or send SAE for full list of games to: Paul Willats, 1 Devon Road, Copnor, Portsmouth, Hants PO3 5ET.

JAPANESE MEGADRIVE (PAL) with 10 games and second joypad. Boxed. Excellent condition. £250. Tel: Geoff on 0723 375095.
SPECTRUM 128K+2 with £250 worth of games. Cost new £350. Accept £100. Phone 081 688 9317. Also Nintendo games Simons Quest £20, Kung Fu £10, Top Gun £15, Giromite £15, Double Dragon £15. Very good condition. Phone 081 688 9317 (Croydon area).
FOR SALE Sega Game Gear with Shinobi, Wonderboy and Super Monaco. Boxed. Mint condition £120. Phone 0892 835941 after 6pm.
JAPANESE MEGADRIVE GAMES for sale. Super Shinobi and Ghouls n Ghosts £20 each. Phone Steve 021 784 0266.
SILKWORM for Spectrum + 3, only £10, inc. free disk sleeve. Call 081 349 0639 0638 and ask for Mansoor after 5.30pm.
BRITISH MEGADRIVE + 30 games, two joypads. Sensible offers only. Can sell seperatly. Phone Dave on 081 517 8367.
SEGA MASTER SYSTEM GAMES. Ten pounds each. When you buy three games you will get one free game. For sale Gameboy, five games. £100. Sega Master System with ten games and two control pads. £120. Phone 0698 829342 and ask for Alex.

COMMODORE 64 disk drive, Load-It, tape deck, joystick, over 90 games, 20 on disk. Two years old. Good condition. Games include: R-Type, Barbarian II, Salamander. Worth over £600. Will sell for £200. Phone Sam now on Guildford 0483 571536.

SEGA MASTER SYSTEM for sale. 9 games. Mint condition. Light phaser and 2 control pads. All for £170 ono. Phone 0737 813455 after 5.30pm. Games include Wonderboy III, Psycho Fox, Cloud Master, Alex Kidd in Miracle World, Rambo III + 3 built-in.
SONIC Shadow Dancer and Super Shinobi for sale £25 or less. Phone Sam on 0702 711639 after 4pm.
JAP MEGADRIVE For Sale. Excellent Condition with 6 Top Games. Sonic, Alien Storm, John Maddens, Ringside Angels, World Soccer, Golden Axe. Boxed with 2 Joypads. Worth £400 sell for £250 o.n.o. Phone 0772 434992 or 0772 432159 ask for Stig.
MEGADRIVE with choice of games. Mickey Mouse or Magical Hat, one joypad (Choice of three). Two weeks old. Phone Rob on 0742 891042. £125. Also large range of brand new Megadrive games. Prices start at £14. (These are brand new). Also swap.
SEGA MASTER SYSTEM with two controllers plus four games for only £100. Phone Sudip on 0895 420229.

MEAN MACHINES issues 1-12, Complete Guide to Sega and Consoles. Offers. Phone Pete on 081 524 6722 after 6pm please.
MEGADRIVE 7 top games, John Maddens, Strider, Eswat etc. Two joypads. Still boxed. Excellent condition. £270 ono. Phone 081 524 6722 after 6pm.
VARIOUS SPECTRUM GAMES prices £1 upwards. Also around 20 demos, prices 50p. Ring 0734 813950 after 4pm.
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SEGA MASTER SYSTEM with eleven games. £200. Also Nintendo games £15 each. Contact Che on 071 249 7939 any time.
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WANTED

RAINBOW ISLANDS for The Megadrive. Ask for Marc Tel 0247 270325 after 7pm.
ATARI LYNX with Games and Mains Adaptor, will pay £70. Phone Ben on 0277 374565
SEGA GAME GEAR with Mains Adaptor and Game preferably Wonderboy, Buy for £60. If interested phone Greg on 0277 374565
WANTED Mickey Mouse for Sega Master System. Cash paid up to £15 or Swap. Tel Daventry (0327) 704683 Contact Steven.
WANTED! Super Famicom (Scart) No Games. Two Joypads. Prices around £150. Phone Aristotle on 081 740 9477
WANTED MEGADRIVE Good Condition with 1 Game. Wanted for about November, December.Thanks! Tel.0752 364575. Ask for Lee.
WANTED World Wrestling for Nintendo. Also Super Mario 1 and 2 and Double Dragon to Swap. Phone 0203 361763.
WANTED GAMEBOY must have Tetris, Headphones and be in Full Working Order. Price £40. Phone 041 887 5444.
WANTED PC Engine Games, Motoroader, Naxat Open, Formation Soccer etc. Swaps only. Jason Smith 142 Boulton Grange, Randlay, Telford.TF3 2LG.
WANTED Your old Megadrive Games. Send lists or Phone for prices. Tel.0639 830669. Martyn 12 Brynawel Terrace, Cwmllynfell. Swansea SA9 2YT.
PC ENGINE Victory Run, Chan and Chan, F1 Dream. I will pay Good Prices for the above and any other old PC Engine Titles, Break in Galaga 88 etc. Badly wanted R-Type II. If any contact Sam on 081 310 7285 NOW!!

WANTED NES with Mario, also New Zealand Story for Megadrive. Also Swap Gameboy Spiderman for Duck Tales. Ross 081 841 1647.

WANTED SEGA MEGADRIVE and Joypad, preferably Boxed, Jap Converter and Games (or Games on their own) Phone 081 807 1912 or Write to 126 Snells Park, Edmonton, London N18 2SY.

MEGADRIVE GAMES WANTED Send lists to 55 Dickson Street, Widness, Cheshire, WA8 6NX. Will pay £15 Each. Mega Perfect Condition Only.

MEGADRIVE GAMES WANTED Will pay up to £25. Send your lists and S.A.E. to Andy (Games), 55 Welwyndale Road, Sutton Coldfield, West Midlands, B72 1AN.

WANTED!WANTED! Parisol Stars for the PC Engine. £35 for the first copy sent to me others will be returned. Send to Chris Murphy. 40 Seaton Terrace, Irvine, KA12 0SS.

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NEED from No.1 to No.8 Mean Machines. I will pay £4.50 to £5.00 for each. Please ring (071) 351 2977. It also has to be in very good condition.

WANTED NEO GEO (PAL) with or without games, will buy games separately. Call James on 0633 49367.

WANTED Issue 10 Mean Machines. Tel: Gareth on 0734 694529.

MEGADRIVE GAMES weanted. English only. Gynoug £20, Shar Control £20. Strider £18. Others considered. Phone Paul (0642) 325696. Cash on arrival.

SEX! Wanted any old or new PC Engine, Megadrive or Super Famicom Catridges (must be working). Will pay up to £10 for good Engine/ Megadrive Games or £15 for GOOD Famicom Games interested? Phone 0202 888603 after 6.00pm. Ask for Stuart.

I WANT NES Adventure still boxed with instructions. Phone 0533 879128 between 4pm-9pm and ask for Richard.

WANTED Sega Master System Games with box and instructions, any considered. Send list and prices to Stephen Salter, 16 Dombey Road, Ipswich, Suffolk, IP2 0JS.

SWAP

SWAP Spiderman and £5 for Gremlins 2 or Hunt For Red October. Phone Rich on 0763 244679 – NOW.

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12 AMIGA GAMES including Black Tiger and Ghostbusters 2. To be Swapped with Gameboy Games (Not Tetris) Ring (0742) 471437.

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WILL SWAP Amstrad CPC 464 with £150 Worth of Games, Joystick, Cassettes Cases. Mint Condition. Swap for a Gameboy with at least 1 Game. Interested Ring Mark on 04444 241052.

NINTENDO Will Swap Duck Tales for World Wrestling, Gremlins II or any other decent game. Phone 091 520 1650. Ask for Matthew.

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OY! SWAP 3 Jap Megadrive Games. Wonderboy, 3 Ghostbusters, DJ Boy orWrestle Wars for a NES with Game(s) (Not Turtles) or Gameboy with Game, and Leads etc. All Games in Mint Condition. Call Dan on 0270 624654 NOW!

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COME ON AND SWOP the Simpsons, Bart Simpson Verses the Space Mutants, or Double Dragon 3 for Blades of Steel. Ring 0485 72480.

WILL SWAP Bayou Billy or Top Gun for Duck Tales, S.M.B.III, Gremlins II or sell both for £45. Call Ami on 091 2812301 NOW! (Newcastle-Upon-Tyne).

WILL SWAP Rastan or Rampage for H.W Boxing, Battle Outrun, Mickey Mouse or Fire and Forgee. Phone (0272) 624338.

YO JOE! I have Faxanadu, Black Manta and Robocop to swap. Will swap for any other Good Games. Phone Scott 0501 20096.

SWAP NES GAMES S.M.B.II, T.M.H.T, Megaman, Robocop, Track Field II, Off Road Racing, Metal Gear, Castlevania, All with Instuctions. Simon 0473 727937.

MEGADRIVE GAMES for swap. I have Japanese Eswat, Mickey Mouse,and UK Sonic. Would like Road Rash, Streets of Rage, Monaco, Populous, Starflight, Zero Wing, and Gynoug. Phone Ian After 5pm. Irish code and 01 2886496.

MEGADRIVE SWAP Midnight Resistance for Aero Blasters. Atomic Robokid for Fatman and Altered Beast for Assault Suit Leynos. Call (0432) 850674.

MEGADRIVE GAMES I wish exchange, Golden Axe, Gynoug, Ghouls Ghosts, Thunder Force 3 for any other games. 0522 568034.

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SWAP Black Manta for Megaman II, Duck Tales, or Double Dragon II. Call Nick on 0705 599767 after 5pm.

SEGA MASTER SYSTEM 4 Games swap for Megadrive with at least 1 Game. Sell for £95 ono. Phone Andrew Birmingham 454 9502. Urgent.

WILL SWAP Alien Storm on Megadrive for 3 Decent Gameboy Games also will swap Sonic for E.A Ice Hockey or Fantazia. Gameboy Games also for swap. Contact Colin on 051 264 0867.

WILL SWAP Wonderboy III or Wrestle War for any decent Megadrive Game. Contact Micheal on 051 264 7112

WILL SWAP Aeroblaster (US Version) for a copy of Wrestle War. I also have Golden Axe and Altered Beast for swap. Phone Alan on 0292 531 905 After 4pm on weekdays.

MEGADRIVE SWAP Ghouls 'n' Ghosts or Sword of Sodan for Alien Storm, DT, Wrestle War, UK or US. Tel. 0429 271850.

WILL SWAP Amiga and Various Games for Megadrive and Games or PC Engine and Games. Boxed and in good condition. Interested? Then write to John Riddell, 142 Den Crescent, Keith, Banffshire. AB55 3LW. Stamp for reply appreciated.



C128164 1541 Disk Drive, Tape Deck, Lots of Games, Joystick. (Good Condition) for Atari STFM in Good Condition and Few Games. Or sell for £200. Phone Andy on 061 330 2322.

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MANY MEGADRIVE GAMES to swap including Shadow Jancer, magical Hat, Super Real Basketball, Golden Axe, Gynoug plus many more, swap for as little as £2. Consider anything. Ask for Rob on (0742) 891042.

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MEGADRIVE SWAP Onslaught for Hardball, Sonic The Hedgehog or Lakers Vs Celtics and Budokan for any Decent game. Phone 0924 253425

MEGADRIVE Fantasia Jap, Alien Storm, John Maddens, Gairies to swap for Spiderman, Ice Hockey, Roadrash, Starcontrol, also Atom Robo Kid for Magical Hat. Tel 0602 612713 After 8

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SWAP C64 with 80 Games worth £350 altogether for a Sega Master System with 6 Games or more or will sell for nearest offer. Write to Niall at Rose Fann, St John's Road, Wenford, Ireland.

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WILL SWAP Spectrum 48K with Joystick, Datacorder, Leads and 135 Tapes for a Gameboy and 3 Games or sell for £100. Phone (0602) 730775 After 4.15pm. Cannot Deliver.

SWAP Street Smart for Ice Hockey, Attack Sub 688 or will consider Sword of Vermillion also swap Batman or Ghostbusters for Sword of Vermillion, any other good role play game. Phone Duncan on (0742) 454513.

LOADS OF MEGADRIVE GAMES to swap including J.Maddens, S R Basketball, Shinobi, Magical Hat, Shadow Dancer, Rambo III, Monaco, Golden axe and loads more, swap for as little as £2, any game considered. Phone Rob for latest list 0742 891042 After 4pm.

SWAP Citizens Pocket T.V., Mains Adaptor VGC,for Sega Gamegear VGC, Minimum 2 Games or sell for £65 O.N.O. Contact Andrew After 6pm on 0237 472794.

SWAP Spectrum with 15 Games including Tiger Road, Dizzy for a Gameboy. Phone for details 0909 564725.

NINTENDO SWAP Turtles, Zelda 2, Double Dragon 2 for any other good games EGs SMB 2, Megaman 2. Phone Peter on 0732 462179.

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SWAP Budokan, Revenge of Shinobi, Rambo III, Thunder Force II or Moonwalker for Super Hangon, Eswat or Populous. Tel. Cliff 0733 204380.

SWAP Xevious, Gyromite, Robot for any of the following Rad Racer, Punch Out, Airwolf, Super Off Road or Sell. 051 632 1760.

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MART☆

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WILL SWAP Wizards and Warriors for either Kabuki, Boy and his Blob, Shadow Warrior, Gremlins II, Duck Tales, Rad Gravity or Simpsons. Phone 0703 600543 after 5.00pm, ask for Michael. Or I will sell it for £20.

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COLLECTOR'S ITEM! I want to swap my C16, 2 Joysticks and 80 games for a Lynx or Game Gear with Games or mains power supply, or will sell C16 etc for £100. Phone Kit on 051-727 0369.
I WILL SWAP my Megadrive Budokan for almost any decent Megadrive Games. Rong 0483 768776. Ask for Mark after 6pm.

MEGADRIVE GAMES to swap. Alien Storm and Golden Axe. Alien Storm brand new. Swap for Zero Wing or any good Game. Plus swap my Spectrum fr two good Megadrive Games or cash. Contact Michael on 081-965 2107 before 7.30pm.
PANSONIC Personal Stereo with digital tuner see Argos catalogue page 292 item 7. Ttwo weeks old perfect condition cost £50 will swap for 2-3 Megadrive games any considered. Please phone after 4pm on (0909) 473162 and ask for Ian.
I WILL SWAP my Moonwalker and Altered Beast for Strider, Wrestle Wars or any good game (Jap or Eng) or I will sell Moonwalker for £15 and Altered Beast for £12. Tel 091 (3863923).
I HAVE Nintendo Bad Dudes and want to swap it for Robocop or Batman. Phone 021-422 2744 after 4pm.
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WILL SWAP Super League Baseball, Japanese Megadrive games for any other Megadrive game or sell for £20. Phone Kevin on (0702) 520 962.
NES Spy vs Spy, NES World Cup for Double Dribble or Pinball. Phone Andy on Matlock 0629 55413 after 5pm weekdays.
I WILL SWAP Impossible Mission for either California games Super Monaco GP, Alex Kid in Shinobi World. Call Kevin on 0648 50519.

SWAP my (PAL) PC Engine with 3 games for a Scart or (PAL) Japanese Megadrive with games. John Ray, 18 Thorntree Drive, Denton Burn, Newcastle-on-Tyne, NE15 7AQ.
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NINTENDO SWAPS Batman, Metroid, Gremlins II, Double Dragon II, Megaman for any good games also Robot and Gyromite Game for Four Score and any Four Player Game or Nintendo Advantage Jotstick or NES Max Turbo Joypad. Ring 091 5268649. Ask for Mark.
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ATTENTION All Megadrive, Super Famicom, Nintendo and Lynx owners, Games for sale at low prices. Send for Price List to Raymond Devitt, 67 Wolfe Tone Sq, West Bray, Co Wicklow, Eire. FREE P&P, All games are in P.W.O.
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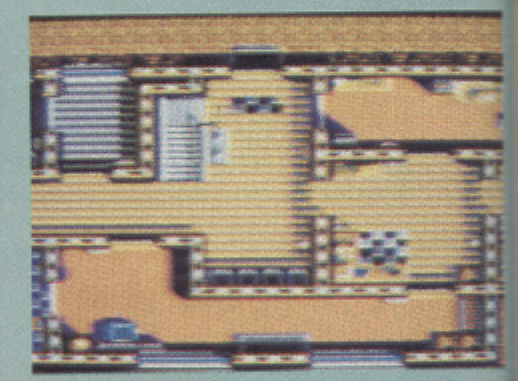
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NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...HOT



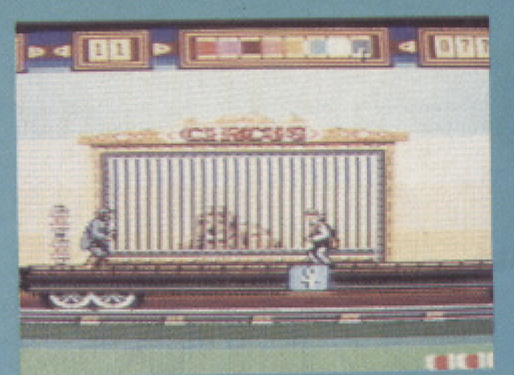
The Sega game of the highly successful film is soon to be released. Featuring five different levels loosely based on events in the film, it's up to you to guide Marty McFly backwards and forwards in time in order to sort out the past, present and future. The first scene is a scrolling race/chase set in the future in which Marty whizzes along on a skateboard, dodging hazards and collecting items. Next is a puzzle game in which you guide Jennifer, Marty's girlfriend, safely out of her future house. After that it's off for some beat 'em up antics as Marty battles hoodlums in a possible alternative 1985. Then there's a slide-puzzle game in which you rearrange a picture of Marty playing in a 1955 band. And finally there's another hoverboard chase, this time in 1955 as Marty attempts to grab and destroy the sports almanac. The computer games on which this is based weren't too hot, but it's hoped that Imageworks will tweak the gameplay for the better - wait until the full review next month and you'll know whether they have or not...



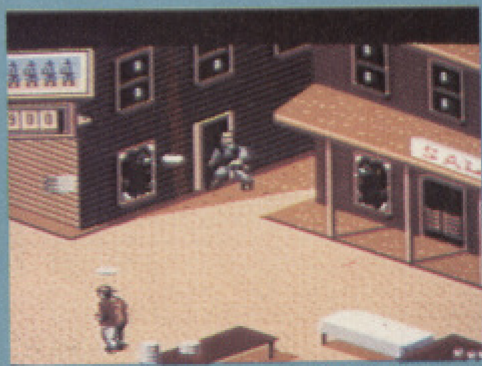
▲ *Use your logic skills to keep the two Jennifers apart!*



Available soon after Back to the Future II will be Back to the Future III, featuring more time-travelling laffs and high-jinks as Marty McFly attempts to save Doc Brown from a ghastly death in 1885. From what we've seen it's looking dead neat, with scenes taken straight from the film, including a horse chase across a western desert as Doc tries to save his future girlfriend Clara Clayton from plunging into a creek, a pie-dish slinging section (great fun), a shooting gallery and a mad race in the Delorean to get it up to speed so that it can be sent back to the future! So far, the game's looking great. There's also a Megadrive version on the way, and that's looking even better! We'll have more news nearer Christmas - so keep 'em peeled!



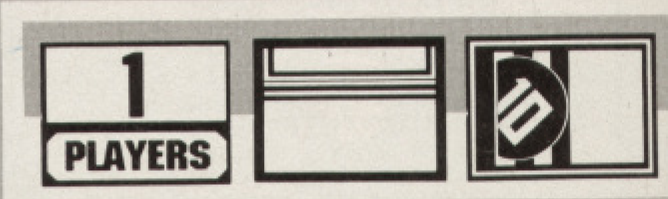
▲ *It's a race to reach the Delorean at the front of the train, but somehow, Mad Dog's men are in the way!*



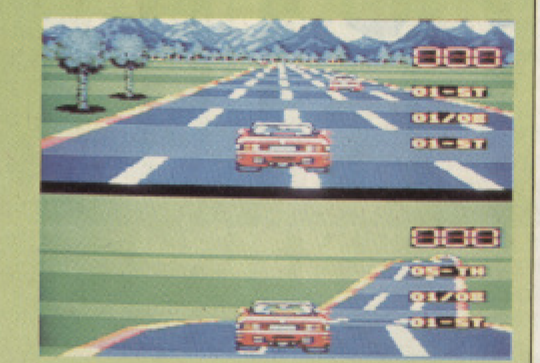
▲ *Marty diposes of Mad Dog Tannen's cronies with pies!*



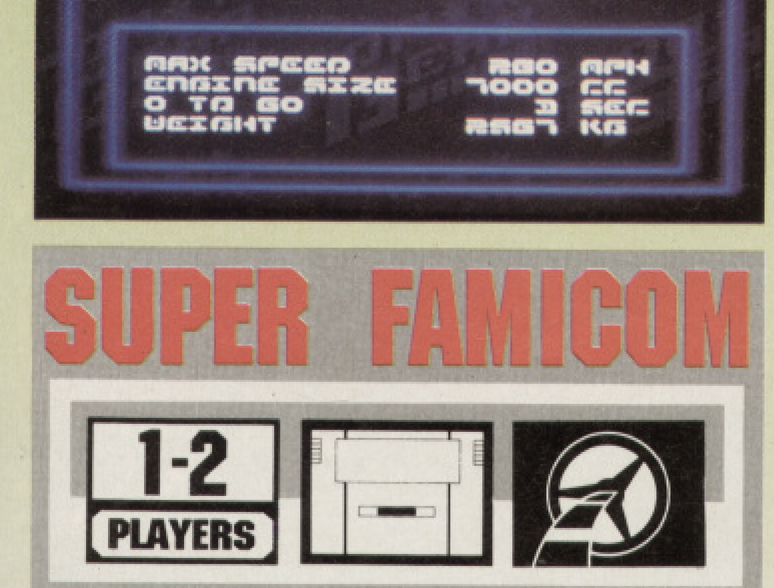
MASTER SYSTEM



TOP RACER

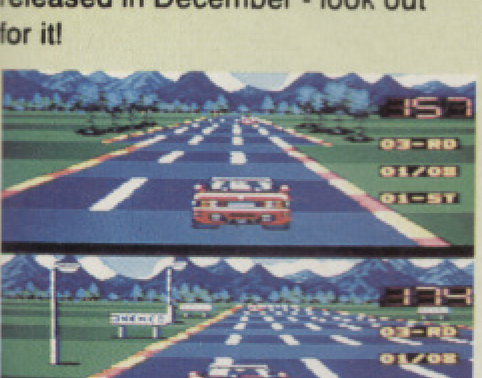


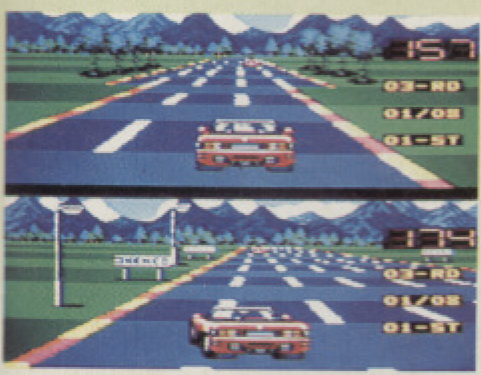
Gremlin Graphics are currently putting the finishing touches to what must be one of the first Super Famicom games to be programmed in the UK. Top Racer, which will appear in Japan and America on the Kemco label, is a split-screen racing game in which one or two players take to the wheels of high-powered sports cars and drive like maniacs against a field of 18 other computer cars. It's certainly a brilliant game, with plenty of action and excitement. It'll be available on import when the game is released in December - look out for it!

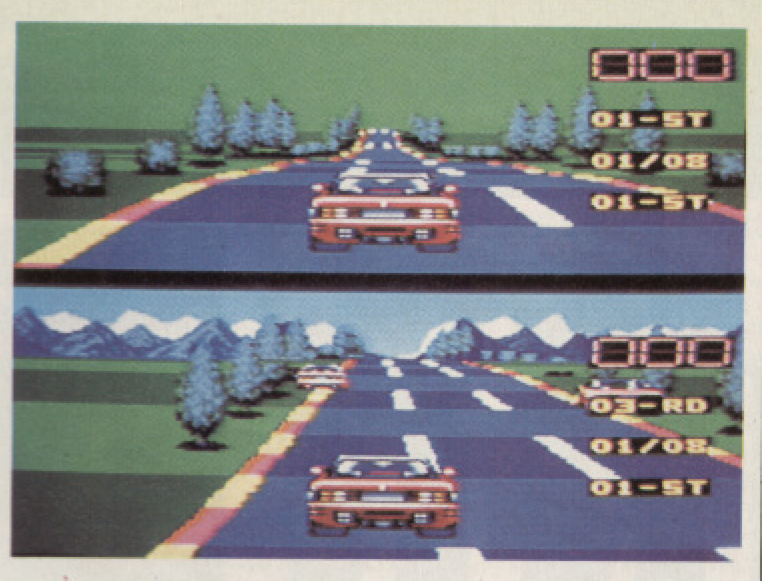


SUPER FAMICOM

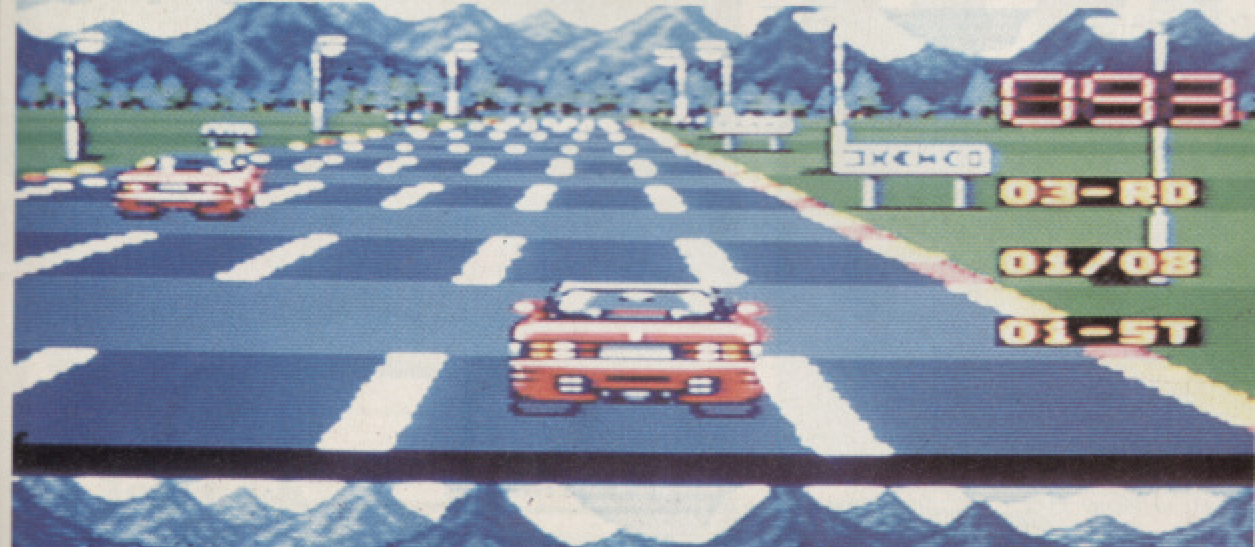
1-2 PLAYERS





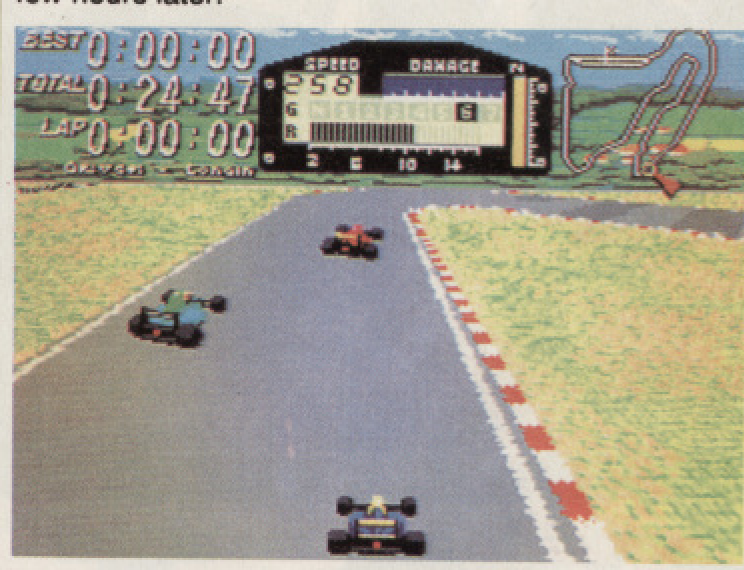


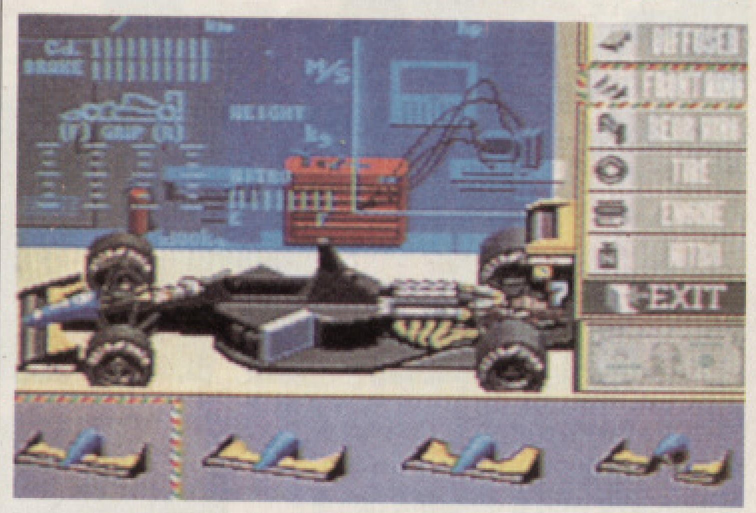


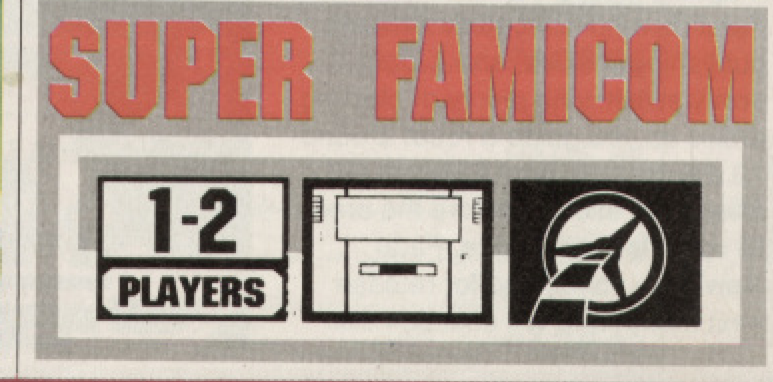




Julian witnessed this Super Famicom race game at the Chicago CES, but back then it was called F1 Built-To-Win. One name change later, we receive word (and pics) which reveal that it's another race game which uses the Famicom's sprite-twist hardware to create smooth scrolling road graphics, just like the fabulous F-Zero and the not-so-fabulous Hyperzone. Unlike those two, this game is set in the present day on famous racing circuits all around the world, which you get to burn around in your seven-speed formula one racing car. As well as all the carve 'em up action, there's a smidge of racing physics too, as you zip into the pit lane to adjust your tyres and suspension and buy nitros and a new engine - if you ever win any prize money. Max Press are the company responsible and hopefully F1 Exhaust Heat will be in Japanese shops in December, and in your favourite importer's shop a few hours later.



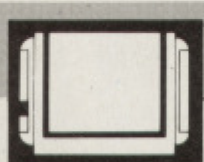




SPEEDBALL 2

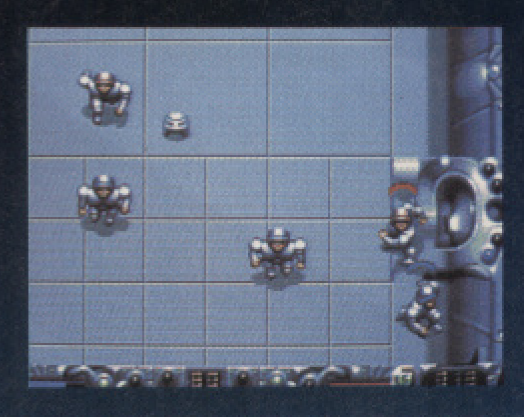
MEGADRIVE

1-2 PLAYERS

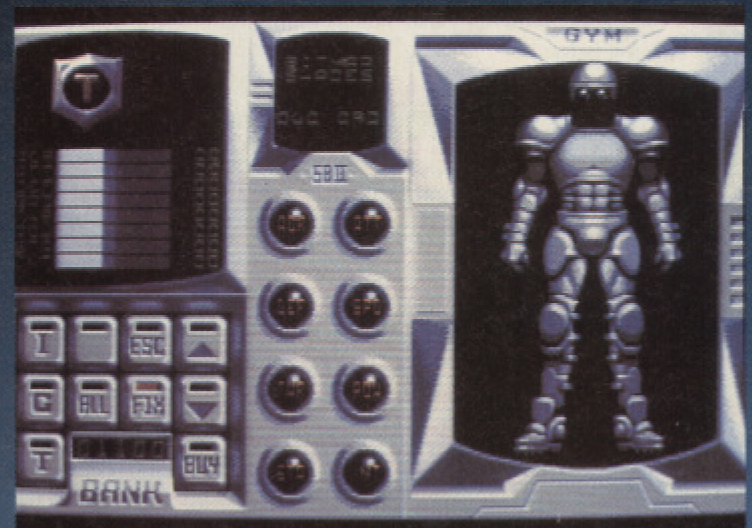


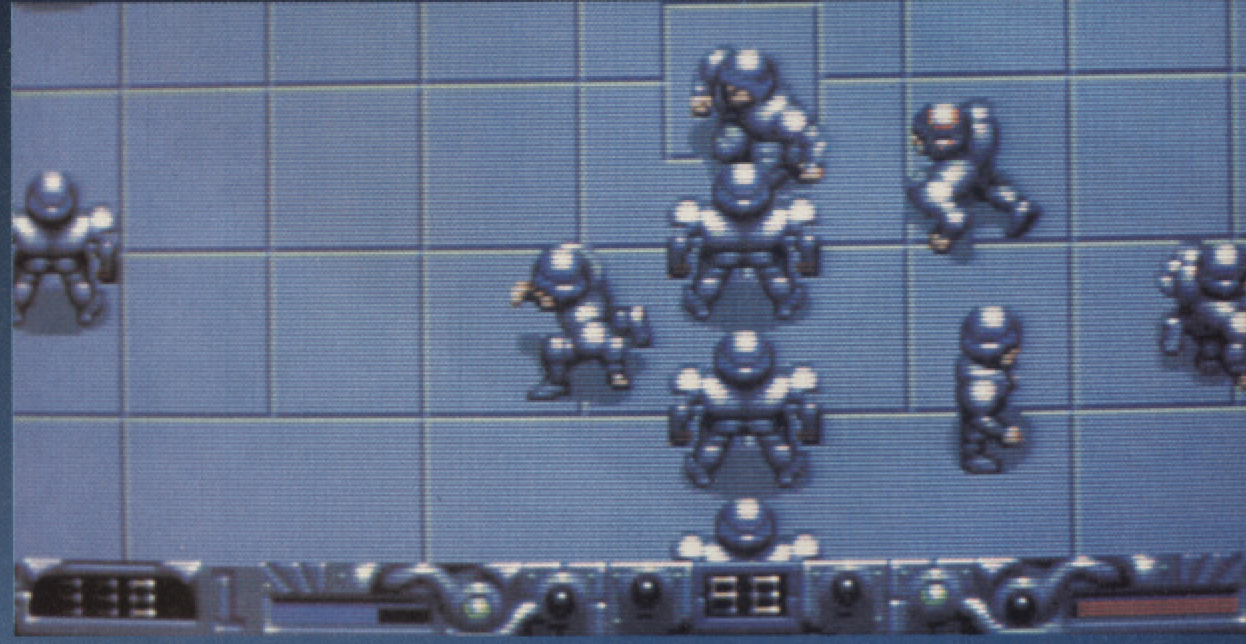


Imageworks' excellent futuresports game Speedball II is set for a stateside launch in a few months time on their new American Arena Entertainment label. It's looking right tasty, with identical graphics and sound to the Amiga original. The gameplay is also exactly the same, as your team of maniac sportsmen take on other psychos in a game that's a cross between football, rugby and full contact karate. From the early version we've seen and played, it's absolutely excellent, especially in two-player mode where the action really hots up. As you'll no doubt want to know, the official UK release date is very early in the New Year, so expect a review around that time.



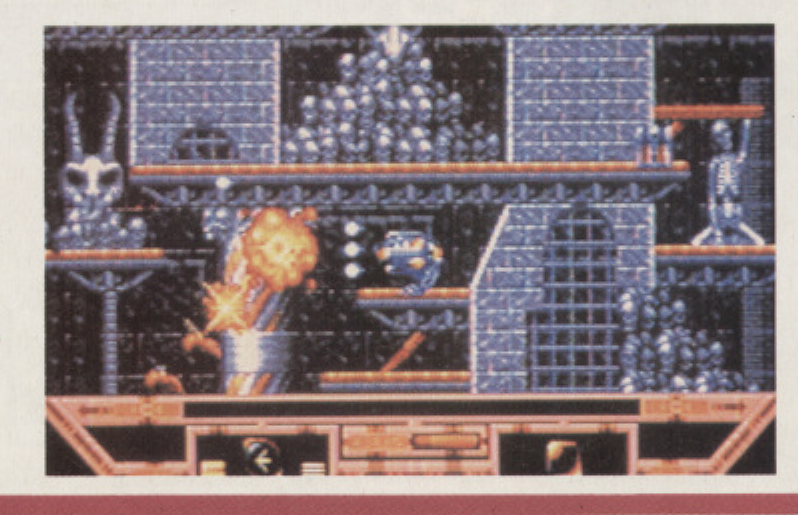






F·A·T·A·L REWIND

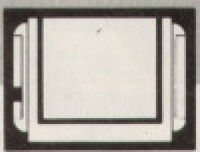
The Amiga game, Killing Game Show, is soon to appear on the Megadrive with a different name - Fatal Rewind. Electronic Arts are publishing the title, and it looks pretty swish, with plenty of blasting antics as you guide a robot around 16 different platform levels in an attempt to escape before the areas fill up with deadly ooze. Fatal Rewind is scheduled for release next month and will cost £34.99.





MEGADRIVE







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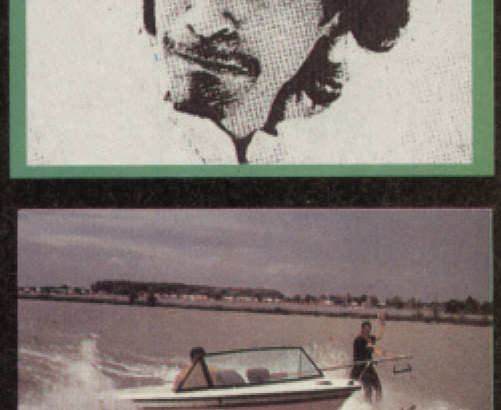
A HUGH-GE GAMING DEBACLE

At the recent press launch of Gremlin Graphics' rather excellent split screen race game, Lotus II, the assembled collection of journos had a good laugh at the expense of Games-X man, Hugh Gollner. Part of the day involved a two-player head-to-head challenge race where the press people could play the game against one another. Our man Jazza Rignall squared up with the boy Gollner and both roared off. Within a few seconds Gollner was careering around the track and banging off obstacles in a terrible display of driving, and within 30 seconds he was out of the race. But even though his portion of the screen went blank, he carried on twitching his joystick and staring at the screen as though he was still playing. After a few minutes of this shambling debacle, the sad fellow suddenly cottoned onto the fact that he was staring at Jazza's screen! And while our brave hero whizzed onwards to victory, Hugh stonked around in an embarrassed strop! Doh!

HARROD IS MASS MURDERER

While flicking through a book on crime history recently, I noticed a picture of notorious 1960's mass murderer Charles Manson, and was verily bowled over by the fact that he bears an incredible resemblance to a certain Mr Gary Harrod. Oo-er, I think I'd better go and put the knives away...



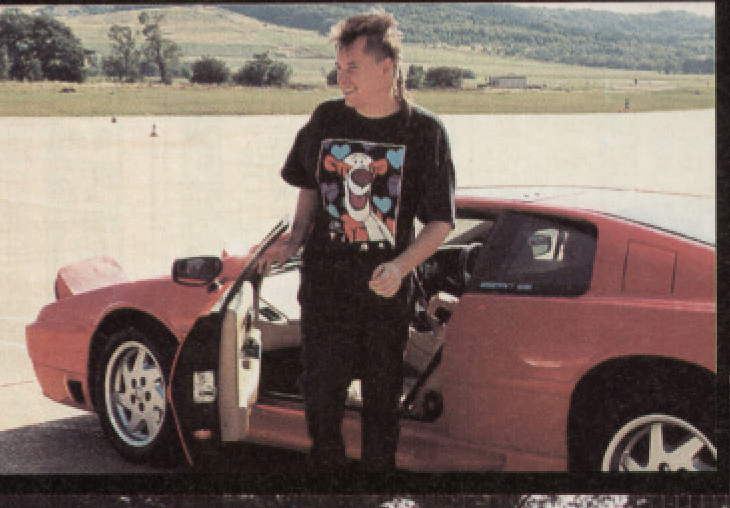


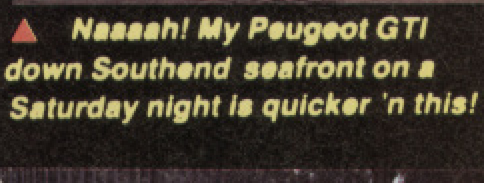


▼ *Gary Penn and Paul Lyons of Future Publishing*



▲ *Andy Smith from Sega Power makes waves and waves.*





▲ *Naaaah! My Peugeot GTI down Southend seafront on a Saturday night is quicker 'n this!*

DO THE SEGA!

Lesly Walker, Marketing Magager International of Sega recently travelled to the Seychelles to get married. In the evening, after the ceremony, the celebrations got underway and the partygoers were all asked to join in and try to do the local dance. What was it? Could it be the lambada? The tango? The waltz? Nope - it's the Sega! If anyone has the dance steps, send them in. I'd like to see how it's done!

US GOLD KILL JOURNOS

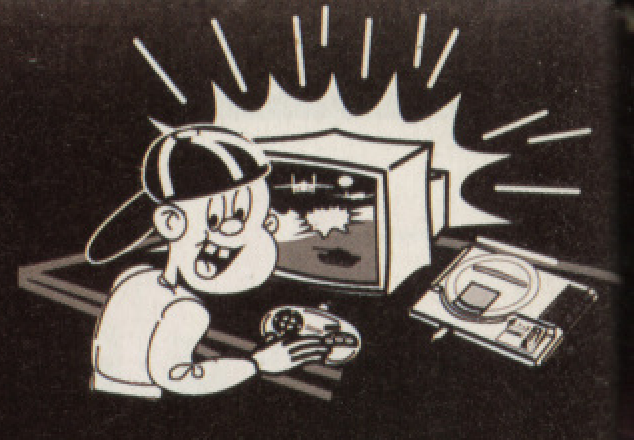
There were more hi-jinks at another recent action-packed press launch, this time sponsored by US Gold. A humungously fun time was had by all, as teams of journos tried out jet ski-ing, water ski-ing and canoeing, before being pulled around a lake on a large inflatable sausage (oo-er) by a young sadistic lady in a very fast speedboat whose sole objective was to dump the poor saps into the drink as often as possible - and she certainly did! In fact, the sad EMAP lot were thrown off their sausage so violently that Frank O'Connor of CVG ended up having an evening's worth of ventilator fun in hospital, Julian Watsham of The One had to have stitches after cutting himself on a submerged object, CVG's Paul Rand (who won the Spacca of the Day Award) pulled a muscle and Richard Leadbetter had an unfortunate collision with Jazza's knee as they both flew into the air (he ended up with a huge lump on the back of his head)! But they still enjoyed themselves!



Jazza and Rich alongside staff from CVG and The One in a sad wetsuit fashion debacle.


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22 STATION SQUARE, PETTS WOOD, KENT. 0689 827816

292 HIGH STREET, ORPINGTON, KENT. 0689 821515

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286 LONSDALE DRIVE, RAINHAM, KENT. 0634 35641

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